BEST MAG FOR MEGA DRIVE • MASTER SYSTEM • GAME GEAR

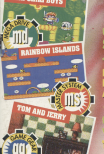
# SEGA FORCE

NOT AN OFFICIAL SEGA PUBLICATION

**IT'S THE REAL VIRTUALITY!**
In the arcades soon, we test the latest spatial games at the world's biggest VR developer

# FATAL FURY

## FRANTIC FIGHTING FUN ON THE MEGA DRIVE! PLUS STREETS OF RAGE 2




US GOLD Bonanza with **SUPER KICK-OFF** ...and win a Telly too!

Now Dad can join in! Read all about the Amstrad MEGA PC!

18 pages chock full of tips for your consoles, with maps galore!

**TWO GREAT POSTERS!**

If it's not here, you can forget it!


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April 1993
EUROPRESS
CREATING 90s READING PRINTED IN THE UK


WITH "ROAD RASH II" AND "LOTUS TURBO CHALLENGE", YOU CAN PLAY HEAD TO HEAD WITH YOUR DEAR OLD DAD.
So the good news is that Road Rash II™ and Lotus Turbo Challenge™ are designed for two players to race against each other on the screen.
The bad news is that the old man thinks he has what it takes to give me "a driving lesson".
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And the sort of atrocious weather conditions that would encourage a polar bear to stay in and watch TV.

Real arcade stuff!

So come on dad, make my day!



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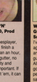



# FIGHTING TALK...

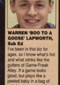
**When the going gets tough, the tough get reviewing! Us SF Deadheads are harder. Our reviewing system's tougher. SEGA FORCE has the fairest, most accurate reviews in the business. If a game doesn't come up to scratch, we'll let ya know in words of more than one syllable. Check out our FULL FORCE line-up on pages 26 and 27 for details of what's good and bad in Game-Freak Alley this month. Find out if *FATAL FURY* should be laughed off screen, or whether *Streets of Rage II* should be flung in the gutter. It's all here! Go get it...**



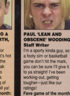
**ADRIAN 'HARD AS NAILS' PITT, Dep Ed**
It ain't very often I get riled, but some of the games around at the moment are a pile of cack! So watch out software houses, you better put out some good stuff, or you'll have me to answer to! I'll turn blue and shout a lot!
**Fave game of the month:** STREETS OF RAGE II



**MAT 'MEAN 'N' MOODY' YEO, Prod Ed**
I'm an ace gamesplayer, yes sireeee! If I finish a game in less than an hour, it's flung in the gutter, no sweat! Playability and lastability are important. If a game ain't got 'em, it can go suck!
**Fave game on the month:** STREETS OF RAGE II



**WARREN 'BOO TO A GOOSE' LAPWORTH, Sub Ed**
I've been in this biz for ages, so I know what's hot and what stinks like the gutters of Game-Freak Alley. If a game looks good, but plays like a peeled baby in a bag of salt, I'm the one to tell ya!
**Fave game of the month:** RAINBOW ISLANDS



**PAUL 'LEAN AND OBSCENE' WOODING, Staff Writer**
I'm a sporty kinda guy, so if a footy sim or basketball game don't hit the mark, you can be sure I'll give it to ya straight! I've been working-out, getting tougher—just like our ratings!
**Fave game of the month:** RAINBOW ISLANDS

# SUFFER FOOLS THIS APRIL

16


## TOKYO 2 CREW

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Big Ed's decision is final in all competitions — so nah! Full rules are available on request. We can't guarantee to return anything sent to SEGA FORCE unless accompanied by an SAE and even then, we might lose it!




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**28** Sega's first 16 Meg cartridge lands with a thump! Streets of Rage II is a barnstormer! The best beat-'em-up on the Mega Drive. It receives a Sega Force Smash, to boot!



## THWACK! OOMPH!



## GAME, SET AND MATCH

**72** Attention MS and MD owners! Want a stonking tennis game? Turn to TecMagik, the full lowdown on *André Agassi Tennis* here!

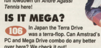


## IS IT MEGA?

**106** In Japan the Terra Drive was a terra-flop. Can Amstrad's PC and Mega Drive combo do any better over here? We check it out!

## IT'S FATAL!

**32** While waiting for *Streetfighter II*, we have the EXCLUSIVE review of Sega's great beat-'em-up. Check out these guys! They're bad! They're rad! And downright mad!



## POSTER MANIA

**57** The two great Oli Frey posters are *Streets of Rage II* and the gutters of Tokyo 2 on the reverse. Win the original of the centre spread! Check out the compo in Gutter Talk, page 14!

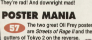


## FORCE tested!



## SUBSCRIBE!

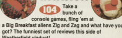
**98** Get smart, get subscribed to 12 issues of the best Sega mag for game-freaks!



## MIGHTY REAL!

**20** With Sega thinking virtual reality, we went to experts W Industries to discover what VR's really all about — and play a few of their new games!





## ALIEN INVASION

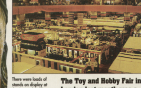
**104** Take a bunch of console games, fling 'em at a Big Breakfast aliens Zig and Zag and what have you got? The funniest set of reviews this side of Weatherfield viaduct!

## REGULARS

**6 Gutter Talk**— The hottest goss from Japan and the USA. News on *Superman* and *Puyo Puyo*. Previews of *James Bond*, *Mutant League Football* and forthcoming releases from Accolade. Plus win an Oli Frey poster original!
**17 Charts**— Wanna know what's numero uno in the UK, USA and Japan? This is the place to be! UK charts courtesy of Virgin Retail. Don't forget to use your money off vouchers in their stores, ya hear?!
**47 Cheat Chamber**— Paul Wooding's been let loose on *Chiki Chiki Boys* and *Phantasy Star II*. More maps galore than you've seen before, plus Game Gear Alley and Stuck In A Rut.
**102 Classifieds**— Two whole pages of things to swap and sell! The best ads in the biz, 'cos, you know what, they're absolutely free!
**108 Gutter Snipe**— The ever faithful, ever sarcastic bast is back! Loads of letters and witticisms! Check out Off The Wall for reader artwork.

# Gotcha!

# ALL THE FUN OF TH



There were loads of stands on display at the *Toy and Hobby Fair* including appearences from both Sega and Nintendo.

Although it was only a trade show visitors were allowed to view some of the latest games on display including *Sonic* and *Ecco the Dolphin*.

**Animated sequences and new levels are all in *Chuck Rock* on the M-CD. Soon to be available in the US any day now.**

***F-22 Interceptor* looks set to be one hot flight sim! Polygon graphics have been used. A release date has been set for May.**

**The Toy and Hobby Fair in London last month was a ritzy event full of new games and razzamatazz. DOUG GREEN sneaks into a somewhat sedate Sega camp to have a look at what's on offer...**

Tucked away in a quite corner at the **Earl's Court Exhibition Centre** in London, the **Sega** stand didn't raise too many eyebrows. There was a small video wall, a few Game Gears to play and a reception desk. It was pretty easy to miss.

**Nintendo**, in contrast, sat just around the corner with sounds and lights blaring. They banged away with both barrels about *Star Fox* (their latest 3D shooter), *Street Fighter II* and had a massive over-inflated vinyl Mario teetering overhead.

So what's **Sega** up to? This is the annual **Toy and Hobby Fair**, showcase of all the latest and most high-tech European games. Why so low key?

The answer was inside the stand, behind closed doors. It's hard to believe that one Mega-CD and a few new games could generate so much interest — but they did.

## My name is...

All day, every day — throughout the five-day show — the room was packed with suits and games reps from all over Europe who couldn't believe their eyes. *Night Trap* (basically an interactive movie), the fast-paced action of *Sewer Shark* and sounds of *Make My Video* gave a pretty good idea of where things are heading.

Marshal's already had a look at *Sewer Shark* but it's not until you see it in action that you appreciate just how hot and fast it is.

The *Make My Video* collection is unreal. You get three songs, listen to a bit of a story, then make and edit your own music video. At the end, the celeb (Markie Mark, Prince and INXS are all being talked about) lets you know how you did.

But the big item was *Night Trap*. Due for release in April, it's going to set a new standard for game graphics.

## Go a bundle

Unfortunately, **Sega** were sitting pretty tight on this and didn't release screenshots, but expect some eye-watering visuals. It takes up 900 times the memory of *Sonic* so it's got to be something special!

Others on the way for the Mega-CD include a driving sim, *Jaguar XJ220*, action-based *Wolf Child* and *Black Hole Assault*, a *Sherlock Holmes* adventure and the old faithful, *Prince Of Persia*.

**Sega are now sending games out to magazines for review. They have nearly 13 titles lined up, some of which are reviewed in this issue.**

**Over the past few months, certain magazines have claimed that what they call 'lesser mags' have reviewed games before they're even finished. We know of some mags that have commented on Sega-produced products without even seeing them! However, the magazines who are shouting their mouths off are *themselves* reviewing games that are unfinished.**

**At SEGA FORCE, we take great pains to follow the instructions of each software house to the letter. If we're told to preview something — we preview it! We don't jump the queue just to get one over on our rivals. It's just not fair on *you*.**

**Thank God us bods at SEGA FORCE are keeping our heads!**

## Into the night

*Night Trap* earns the title of the biggest commercially-released computer game. Due for release on the Mega-CD in April, it takes so much memory *two* CDs are required to play it.

It involves searching a house and preventing five girls from coming to harm. There are a number of masked men to trap (using trapdoors, revolving walls, spring-loaded beds etc) and a time limit to overcome.

*Night Trap* was actually filmed in a studio designed especially for the game then digitised for console. What you see are actors and actresses in probably the first interactive movie.

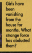
The concept's amazing. Although the gameplay is fairly straightforward, the scenes and storyline will leave you gobsmacked.

*Night Trap* opens up all sorts of movie licence and soap possibilities. Could acting for games become a profession?



**Night Trap is the Mega-CD's first interactive movie game. Your mission is to save a houseful of foxy chicks!**





**Girls have been vanishing from the house for months. What strange force has abducted them?**

# HE FAIR!

All are due in April around the time of the Mega-CD's release. The CD deck, which attaches to the side port of a Mega Drive, is going on sale for around £270 but will come with three games (*Cobra Command, Sol Feace* and a choice from several others).

Despite all this excitement about the CD, there was still plenty of interest in the Mega Drive and *Ecco: The Dolphin*. If the fair was anything to go by, **Sega** are going to push this cute swim-along game pretty hard this year.

One thing is clear. While **Nintendo** turn on the hype and ritz, **Sega** will spend 1993 letting the games speak for themselves. With *Ecco, Sonic 2* and the forthcoming CD range, it seems like a good policy.



Ecco the Dolphin looks set to be the top ranking Sega game this year. The game has proved to be both original and popular. Sega also hope that their Mega-CD unit will cause a big splash.



## DIG THOSE DOMARK DISCS!

To coincide with the release of their stonking new platform adventure, *James Bond: The Duel*, **Domark** are releasing a record of the same name, through **EMI**!

And who, you may ask, is behind this state-of-the-art hip hop- cum-techno barnstormer? PR Exec **Alyson Goddard**, perhaps? (Fame at last, Alyson!) Well, no, as a matter of fact, although she's known to be quite an expert scratcher, is our Alyson!

The musical genius is none other than that spooky specimen himself, **The Game's Doctor**! Not a name we were familiar with, but when the record's released on **March 23**, you can bet yer life he's gonna be a household name (yeah, right! Prod. Ed).

You can rave the night away on 7", 12", CD and cassette. Remember where you heard it first! Right, Ade, you can play lead guitar and Mat can stand at the back and do the spitting!

Maybe they'll even get on Top of the Pops or the Word, eh? Nah, maybe not!

**ADEY BABE'S MOST MEANINGFUL NATTER BIT**

**● Tee-hee! It's official! After appearing in four bloomin' issues, Cathy Dennis fell asleep while reading *Sega Power*!**

**● All these mags, raving on that *Street Fighter II*'s coming out on the Mega Drive. I phoned Sega Europe and they just laughed at me. A 'Ha ha! Yep, it's coming out, but not on April 15' kinda laugh. Our sources in America say it WILL appear, 'cos someone over there's played it. Our Japanese spies inform us that it IS coming out, but April 15 is a little *too* optimistic. Confused? You will be!**

**● Could that have been Caroline Stokes I saw on the Money Programme? It looks like Virgin's top P.R. person is trying to become a TV star!**

**● Finally, thanks to those of you who filled in our Deadhead survey. We got sackfuls back! All the information's being processed at the moment. We'll take note of any ideas or suggestions that crop up time and time again and put them into action right away. Cheers!**

## At the arcade...

The hottest arcade game in the US at the moment is the latest in the popular *Street Fighter* series. *Street Fighter II: Turbo Championship Edition* is packing out arcades as everyone scrambles to have a go!

It's based on the basic *Champion Edition* but features high-speed characters and improved moves. The coin-op's altered by the addition of new chips **Capcom** have developed. Once the chips have been installed (by a qualified engineer!), the game undergoes radical changes.

**Capcom** say they've brought the boss characters, such as Vega, down to earth and now no single fighter is better than another. This means you have to master a character's moves perfectly in order to win a fight.

New and improved moves are what most people are talking about, though. For instance, Ryu can now spin higher with his Hurricane kick, Dahlsim can teleport and Chun Li throws fireballs!




**Gutter Talk**




The new version of *Streetfighter II* features improved moves and increased speed. Fighters now have better special moves to deal with.

## XTRA SPECIAL!

News just in that **Virgin Games** are to convert the *Double Dragon* coin-op to the Game Gear under the title *Double Dragon Xtra*. The hand-held version includes all the moves and features of the original but Virgin have promised to make the whole caboodle more difficult and more exciting.

The *DD* series hasn't been a huge success on console, let's hope Virgin's outing comes up trumps. A finished version's due shortly. We'll have a full review in a couple of months' time.



*Double Dragon Xtra* features fast action, smooth graphics and pumping sound effects.

## THE SPLAT IS BACK!

### Splatterhouse 3

The most disgusting game on the MD is set to make another appearance! *Splatterhouse 3* is out soon and its guaranteed to feature more of the slimy action that made the last one so popular.

Once again, the beautiful Jennifer has been kidnapped by dark forces (silly girl!). Her boyfriend, Rick, sets out to rescue his beloved from the arms of danger.

Set in a spooky mansion, Rick has to work his way through the deserted house, room by room, to reach his missus. Clubs, guns and chains are picked up along the way and used to smash zombies to a pulp.

End-of-level bosses are bigger and tougher so Rick's got a special weapon up his sleeve. In tough spots, Rick's chest expands, ripping his shirt open, and the mask he wears actually becomes part of his face! Scary or what?

The game's already finished and should be out in Japan any time now. You can bet we'll have a full review soon!



# Gutter Talk!

## 3DO — A NEW DIMENSION IN GAMING?

The creators of the Amiga computer have produced an advanced CD-ROM console set to beat both Sega and Nintendo's add-on unit.

Housed in a simple box half the size of a VCR, the 3D0 utilises photo-realistic images, morphing, object rotation and data compression in real time. Designed by Dave Needles and RJ Mical, who also invented the Atari Lynx handheld, the CD console promises software-based full motion video running at 30 frames per second and using upwards of 100,000 colours.

The 3D0 is being produced by both AT&T and Panasonic. Affiliates include such heavy hitters as MCA/Universal, Matsushita and Time/Warner. About 80 companies are already lining up to develop software for the console's release, probably just before summer, here in the States. Looks like a hot one...

■ Marshal Rosenthal

**Konami have two new games for Genesis/MD. First up is *Tiny Toons*, with Buster Bunny and co getting up to all the kinds of action and trouble you'd expect in Wackyland. Wait till next issue for the Pre-Play. They've also got a new guy called *Rocket Knight* — he fights, he flies, he leaves an exhaust. Cartoonish, as you'd guess. More on him as we get the info.**

**Are you ready for *Rolling Thunder 3*? This cool sequel now boasts a fab bike chase! Look for it on import soon.**

**Norton takes a look at *Puyo Puyo* on page 12. The GG version is out on import within the next few months.**

**As we mentioned in the last issue, *X-Men* is on its way for the MD. Pick from multiple characters and battle Magneto!**

# HOWLING SUCCESS!

Due soon from JVC on cart and CD simultaneously is the latest addition to the world of scrolling platform games, *Wolfchild*. It features cool animation, superb sound FX and five levels of intense action!

This is the story of Saul Marrow, a young man whose scientist father is kidnapped by an evil psychopath called Karl Draxx, leader of the terrorist organisation known as CHIMERA. They've abducted the scientist so he will create mutant war creatures.

On hearing this, Saul decides to use his father's last invention to transform himself into the vicious half-man, half-beast, Wolfchild! With his new-found powers he sets out to destroy Drax and CHIMERA.

*Wolfchild* promises to be a superb platform game featuring loads of mutant nasties, power-ups and huge end-of-level bosses. The CD version will have excellent music and additional atmospheric intro sequences.

When your eyebrows meet in the middle and your palms get hairier, you'll know the time's right for *Wolfchild*! We'll have a review in the next issue so watch out for a full moon till then!

# CD-ROM UNIT PLAYS THE FIELD

By Norton Kai

In early January, **Pioneer** announced ***Laser Active*, a laser disc player that can be converted to play both Sega** and **NEC** carts and CD-ROMs. The Japanese launch has been set for July, followed by an August roll-out in the US.

Developed jointly by **Pioneer, Sega** and **NEC**, the basic Laser Active machine is no different than a conventional laser disc player. To play video games or belt out karaoke anthems, separate game packs and karaoke pack are required. These packs are inserted into the Laser Active at the bottom left of the machine.

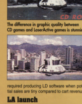
Two game packs are to be made available, one for **Sega**, the other for **NEC** games. The Sega Mega-LD Control Pack has a shuttered Mega Drive cart port and two connector ports. Likewise, the LD-ROM2 Control Pack features a PC Engine HU Card slot. However, **NEC**, in their infinite wisdom, have included just one port for its control pad.

## Great specs, bad news

Both game packs serve as the 'brains' for playing **Sega** and **NEC** CD-ROM games, with Laser Active spinning the disks. No word has been given about **Nintendo**'s possible participation in this venture; such a collaboration appears highly unlikely.

Although initial press releases have hinted strongly at the emergence of laser disc-based games, there remain serious doubts as to the viability of the media. Certainly, the LD format has enormous technological potential — a single disk can hold 540 Megabytes of digital data (the same as Mega-CD) and 60 minutes of simultaneous video and stereo sound.

However, given that Laser Active's first year Japanese sales target has been set at just 100,000 units — a 70th of the combined Mega Drive and PC Engine units sold in Japan — it hardly seems likely that any software developer will be seriously interested in making high quality LD software. It doesn't make sense to spend time and money



The difference in graphic quality between CD games and LaserActive games is stunning!

required producing LD software when potential sales are tiny compared to cart revenues.

## LA launch

When all's said and done, nobody's so far managed to make optimum use of the much smaller CD-ROM format. Put another way, there hasn't been a single CD-ROM game that is an instant, must-have classic that warrants shelling out big money for expensive hardware.

And expensive is one adjective that describes Laser Active well. The basic Laser Active unit is ¥90,000 (£450) and each game pack costs ¥60,000 (£300). Seven to ten games should be available at the LA's launch.

On the same day as Laser Active's announcement, **Matsushita** and **Electronic Arts**' American subsidiary, **The 3DO Company** (formerly SMSG) announced their 32-bit home machine, made under the 3DO format for US launch (see Marshal's news piece). Tentatively (and steeply) priced at $700, 3DO will use CD-ROMs. Could this mean **Electronic Arts** will concentrate on developing software for their own gear? Stay tuned.

The LaserActive system features special plug in modules that allow you to play either MD carts, Mega-CD games and LD software. You can also use the system to play standard music CDs with. Cool tunes!


IT'S MEAN, IT'S TOUGH, IT'S BELOW THE BELT.
Welcome to the world of...
In the pit it's *mean*, it's *tough* and it's no place for the fainthearted. Take on all comers - The fighting is *below the belt* and rules don't exist. Survival and the *prize money* are all that matter. This is the world of the Pitfighter! It's what the Master System has been waiting for!
SEGA from DOMARK
PIT-FIGHTER
DOMARK
SEGA Master System
SEGA is a trademark of Sega Enterprises Ltd.
Pitfighter © 1990 Atari Games.
© 1991 Tengen Inc.
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# Gutter Talk!

## WIDE SHADES, BIG SCREEN

By Marshal Rosenthal

It's not just **Sega** bringing Virtual Reality to the home (see the CES report last issue): **Virtual Vision**'s *Sport* is gonna put others in the shade — literally! This video display system's based around an outsized pair of wraparound sunglasses, connected to a control unit a little bigger than a personal stereo. This 'video eyeware' creates the effect of a large TV screen inside the glasses — an image appears to float in space 8–15' in front of you. When you look around, you see the 'real' world past the virtual image. Could this be the start of home V.R? You'll have to wait and see!

***Dinosaurs For Hire* is on its way! The game features cigar smoking, pistol packing dinosaur mercenaries.**

**Psygnosis are set to become major players in the CD world. Their first game will be based on the hit film *Dracula*.**

***Golden Axe III* will be blasting onto the MD later this year. The arcade version is 32-bit.**



# ACCOLADE'S SUMMER SIZ

Now that they've settled their legal differences with Sega, software developers Accolade are ready to release a whole stack of games. This summer will see three stunning new titles: *Jack Nicklaus's Power Challenge Golf*, *Al Michaels Announces Hardball III* and *Summer Challenge*.

First out is the hardball game. Appearing in March, this sequel to one of the top MD baseball games should prove even better. It includes play-by-play commentary from Al Michaels, as well as a team effort option that enables your colleagues to back you up during play.

Graphics are detailed, with realistic player movements and digitised screen shots. One- or two-players can take part in exhibition games, there's a complete 162-match season including an all-star game, play-offs and championships.

Other options allow you to change team uniforms, faces and even design the team's logo. Accolade have high hopes for *Hardball III* as it's unlike any baseball game currently available.

Next up is *Jack Nicklaus's Power Challenge Golf*. Developed in conjunction with Jack Nicklaus himself (the golfing pro designed two of the courses), this game offers players a wealth of options. Play alone, or against three other opponents; compete in stroke, skins or tournament play; or practise on the driving range and putting green. Players can also customise computer players so they act just like real pros.

As in other golfing games, you control your swing with the aid of a power bar. The computer also allows you to judge the exact distance to a hole or any other object. Digitised sound FX add to the realism of the game with familiar noises such as the ball landing in water and the crowd clapping when you do a good shot. This is one golfing experience that no sports fan

**Right: *Summer Challenge* offers you eight tough events to compete in. Play against the computer or against human opponents. The game features digitised images of real athletes.**

**Below: Batter up! *Hardball III* lets you take on the toughest baseball teams in the United States.**

**Accolade are lining up three cracking games for a summer release. Will they be chart toppers?**

# ATTENTION ALL FACE-HUGGERS!

If you entered the *Alien 3* competition in Issue 8, read on... If your name appeared as a winner on page 82 of Issue 10, your prizes are now here! Apologies for the delay, but we believed the goodies had been sent out.

Unfortunately, the cinema tickets and poster are no longer available, but we have an Alien model and **SEGA FORCE** T-shirt for every winner.

Please get in touch as soon as possible. DO NOT PHONE. Send us your name and address and we can dish out your prizes. The address to write to is: I WAS AN ALIEN WINNER, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW. Cheers!

***Holosseum* is a 3D arcade game from Sega. It uses smart holograms!**



**The GG version of *Little Mermaid* is out any day now. Review next ish!**

# THUMB-THING GOOD IS GONNA HAPPEN!

Sega have a six-button joypad ready for release in April.

The pad is smaller than a standard MD pad and features an extra three buttons, labelled X, Y and Z, above the standard buttons. A seventh button is held down when the MD's switched on to ensure the extra buttons are operational.

Our sources tell us the pad may be bundled with *Street Fighter II*. Although Sega haven't settled on a definite release date, retailers expect the pad to sell for between £20 and £25.

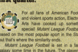
# MUTANT LEAGUE FOOTBALL



**Wide shoulders, pointed teeth and odd-shaped balls? Sounds like MAT YEO, all right. Scrum down for the first quarter.**

For all fans of American Football and violent sports action, Electronic Arts have cooked up something special! *Mutant League Football* is based on the most popular sport in the States but that's where the similarity ends.

*Mutant League Football* is set in a far-off galaxy some time in the future. The players of this vicious sport are monsters, aliens, mutants and robots. Once on the pitch, they slug it out till a victor emerges. Sometimes they even remember to play football!



**Above: In between plays your coach gives you a bit of morale support! The menu lists plays.**




As with other games in this genre, there are various teams to choose from. The Deathskin Razors and Midway Monsters are two of the 16 misfit mobs. These dudes are mean, tough and mad as a house!

Matches are played on one of 19 floating space stadiums. The pitches are littered with deathtraps such as spiked pits and mines. Even the balls are deadly — watch out for the exploding variety!

The real fun in *Mutant League Football* comes from the scraps teams get into. When players start kicking the hell out of the referee, you can tell this is no ordinary footie game!

Featuring one- or two-player simultaneous action, crazy speech and real American Football strategy, *Mutant League* will prove popular with sports fans and sickos alike (Paz'll love it, then! —Sub Ed).

Check out next issue for a full review.





***Mutant League Football* features hard hitting American football action and loads of violence! Players choose from teams made up of mutants, robots and monsters. As in a standard football game the object is to score a touchdown. That's no easy task in this game! The field is littered with traps, mines and pitfalls to stop you.**

# ZZLERS

should miss out on!

Last but not least there's *Summer Challenge*. The follow up to *Winter Challenge* pits the world's top athletes against each other in eight tough events. These include 400 metre hurdles, pole vault, archery and cycling.

Select from two modes of play: training or tournament. The training mode is useful for practising all the events and the tournament mode faces you against computer opponents of three different skill levels.

In keeping with realism of their other sports games, Accolade have included stunning digitised footage of real athletes. Use the instant replay option to see all the mistakes you made the first time!

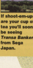
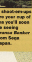
*Jack Nicklaus Power Challenge Golf* and *Summer Challenge* will be available in May and we'll have a full review of *Hardball III* in the next issue. The summer sure looks hot with Accolade!



**Out in Japan soon is the Night Striker CD. You fly a fighter that transforms into a robot!**



**The new Wondermega MIDI system enables you to produce music.**

**If shoot-em-ups are your cup of tea you'll soon be seeing *Transa Banker* from Sega Japan.**





Gutter Talk!

# SONIC CD SLIPS UP

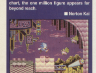
**A quick update on our spiky speed-freak. Japanese *Sonic CD* was originally intended for launch in March, sans his sidekick, Tails. However, the unexpectedly high quality of *Sonic 2* has thrown this plan into disarray.**

**Sega have postponed the launch of the CD version, which was only marginally different than its predecessors, except for opening and between-stage animations. As Sonic is Sega's billboard attraction, they couldn't afford to blow it, so a serious rethink and redevelopment of *Sonic CD*'s begun.**

**In other news, *Sonic 2*'s enormous overseas success has surprisingly *not* been matched in Japan. Sega boldly aimed for sales of a million units and spent ¥1.3 billion (£6.5 million) on an advertising campaign. So far, the returns have been nothing short of disappointing.**

**Sega officially claims to have sold 400,000 units. However, inside sources claim sales have been about half that level. Now *Sonic 2* has disappeared from the Japanese top thirty video games chart, the one million figure appears far beyond reach.**

**■ Norton Kai**



# MICK AND MACK THE GLOBAL GLADIATORS

**We don't call MAT YEO Mrs Mop for nothing: he's such a prissy, hygiene-conscious lad, he almost could've created the 'Global Glads' himself!**

When Ronald McDonald transports two children to a strange fantasy world, they become Mick and Mack, *The Global Gladiators!* Virgin Games delivered an excellent MD version last issue and now the MS and GG get a look-in!

The kids race around a garbage-filled world, disposing of bad guys, trash and collecting 'M's as they go. The Global Gladiators are armed with special goo-guns used to splat any creature in their path.

Take charge of Mick or Mack and guide them through slimy swamps, icy planes and toxic waste-filled towns. Each level has its fair share of nasties but the lads have to make their way to the final level to face the evil Ice Guardian!

The action's platform-based but collect a hundred Ms and you're warped to a bonus stage. Here Mick and Mack have to pick up falling trash and chuck it in one of three waste bins. The longer they survive, the more points are earnt.



*Global Gladiators* takes Mick and Mack to a strange new world. They have to battle through level after garbage filled level to defeat the Ice Guardian. There's plenty of action for platform fans.

High-quality graphics, superb animation and a stunning soundtrack are the order of the day and make *Global Gladiators* a must for all 8-bit owners. We'll have the low-down on both versions next issue. Cool!

# SEGA WIN FA CUP!

Football fans are likely to see plenty of **Sonic** later this year — **Sega** have tied up a major deal to sponsor broadcast coverage of the **FA Cup** on **BSkyB**. The deal includes national press competitions, promotions and covers England's qualifying rounds for the 1994 World Cup. It's sure to mean plenty of airtime for the little blue hedgehog.

No newcomers to the world of football, Sega were heavily involved in the European Football Championships last June. With top-rating *Super Kick Off* soon available for the Mega Drive (see page 82), Sega are obviously delighted with the deal.

Spokesman **Dave Clark** said the company would be pushing its games, consoles and brand name as hard as possible this year.

'*Super Kick Off* is due out on the Mega Drive in April and will be followed on the Master System and Game Gear,' said Dave. 'We simply want Sega to become *the* name in 1993.'

With a famous hedgehog and the FA Cup behind them, how can they go wrong?!

**■ Doug Green**




**This weird pic is from a Japanese TV ad for *Streets of Rage II* (or *Bare Knuckle II*). It features stunning special effects and fight scenes!**

# PUYO PUYO

Although *Puyo Puyo*'s been programmed by Compile, producers of the popular *Aleste* series of shoot-'em-ups), there's nothing remotely violent about *Puyo Puyo*. The title is a Japanese phrase describing jelly or pudding, or in this case, wobbly blobs of colourful slime with eyeballs.

The rules are very simple. Manipulate paired blobs falling out of the sky, à la *Columns*, and try to group them in colours. When four of the like-coloured blobs link together, they dissolve, causing any blobs stacked above to drop down.

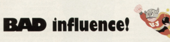
Every time you eliminate blobs, your opponent on the other side of the split-screen is assailed by transparent blocker blobs. Blockers only disappear when blobs beside them dissolve.

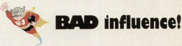


*Puyo Puyo* is a *Columns* type game with a difference. Watch out for the exploding blobs!




*the hottest games reviewed*



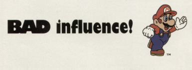




*Nam Rood's hints and tips*



**BAD influence! BAD influence!**

*massive competitions*




**BAD influence!**

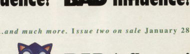
*complete player's guides*

**BAD influence! BAD influence!**

*secrets of the TV show...*



**BAD influence! BAD influence!**



*...and much more.* Issue two on sale January 28





# WIN A RAGE!

Yes, indeedy! Here's another of those marvellous little competitions we throw in to zap up Gutter Talk — and just 'cos we love ya! Our wonderful artist, **Oliver Frey** has said we can give away his original painting for this month's centre-spread poster of *Streets of Rage II*.

It's quite big... well, roughly the size of two pages of the mag, actually, and the

## Win! Win!

lucky winner of this competition will get it all to themselves, complete with a natty frame around its edges.

What you have to do is carefully remove the poster from the centre, and turn it over so's you can properly see Oli's other great SEGA FORCE Deadheads poster on the reverse side — the one pictured small below. Now, count the faces in the picture — and that's **all** the faces visible.

Oliver's already done it several times to make sure he got it right, and he got it wrong several times too, so it's not quite so easy as it sounds. Either that or he has less fingers and toes than the rest of us.

Right down the number of faces you think you can count on a postcard, or the back of a sealed envelope, and send it to ALL THE FACES OF OLIVER, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW to arrive no later than 4 April. We'll put all the correct entries into Oli's paint box (it's vast!) and the first one out gets the framed painting. Let us know on your entry if you don't want to receive mailings from third parties.

***Rocket Knight* will be blasting his way to the MD from Konami soon. Set in a strange animal world he fights injustice with his rocket!**

**A game that might be free with the M-CD is *Sherlock Holmes*. Already out in America the game has puzzles and mysteries for sleuths to solve.**

**The cool Japanese film *3x3 Eyes* is due out as a Mega CD game soon. It's an RPG that boasts neat graphics and loads of levels.**

**If you're a GG football nut and loved *Super Kick Off* then look what Sega have lined up. *Kick and Rush* is coming to the GG with realistic footie action!**

**The smart fighting game *Ranma 1/2* is due to be released on CD. The game features some strange characters such as a giant panda?!**

# ULTRAMAN TO THE

He comes from beyond our Universe! He saves mankind from unwanted monsters! He's all silver and red! He doesn't talk much — he's **Ultraman**! Yes, **Island World Communications** — the folk that brought us the anime manga vids we featured last ish — have released a new one called *Ultraman — The Alien Invasion* (PG, 94 minutes, £12.99).

*Ultraman*'s not animation, however, but created in live action by real live Australians who find themselves beset by an infestation of power-crazed monsters brought to life by the Japanese special effects maestro, Eiji Tsuburaya. We're talking real back to Godzilla time here!

Although it's never impacted here in Britain, Ultraman has been one of Japan's most enduring heroes. In fact he arrived from a planet called the 'World of Light' (located in the Nebula M-78, for the astronomically minded) over 27 years ago to help the fight against alien invasion and ecological disaster. He was an instant smash hit on Japanese and American TV.

This video's timing is pretty good, seeing as how Ultraman will soon be appearing on Sega machines in a new adventure. Check it out to get a feel for the forthcoming game!

The UMA (Universal Multipurpose Agency) battles against the Goudis, an alien villain who sends huge monsters to wipe out earthmen. As city after city falls to the monsters' might, the world's only hope is Ultraman.

For the UMA, whose attempts to defeat the monsters aren't going too well, matters are made worse by having to depend on Jack Shindo, an astronaut who returned from a disastrous Mars mission with a secret he can't share. Unable to sur-

# ROBOTS IN DISGUISE?

*Coming to the Mega-CD soon is an old arcade hit, The Ninja Warriors. The original game featured three connected screens of widescreen action. Obviously, the Mega-CD version only uses one, but the thrills are still there!*

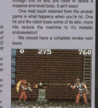
You take charge of a battalion of robotic ninja warriors. Your mission is to take on an army of soldiers and rescue international hostages.

There are six levels of martial arts action to battle through in this excellent one- or two-player game. The CD will have arcade-quality music and sound FX.

Your ninja warrior uses knives and throwing blades to decimate the enemy. These include soldiers, dogs and killer robots. Get through this lot and you have to tackle a massive end-level boss. It ain't easy!

One neat touch retained from the arcade game is what happens when you're hit. One hit and the robot loses some of its skin, more hits reduce the machine to it's metallic endoskeleton!

We should have a complete review next issue.




# The Sky's the limit!

Just as the current video games programmes are nearing the end of their respective series, **BSkyB** have launching their own console show. ***Games World*** is from the makers of *GamesMaster* and is on every night!

Each night has a different format so there's something for everyone, including a tips night, reviews night and even an interactive night, where people play a video game live on telly via video phone! Smart, eh?!

But on Monday and Friday nights, something special happens. A contest called The Eliminator is held on Mondays, in which five gamers battle it out in a series of knock-out rounds until a champion emerges!

Then on Friday nights, the champion returns to Beat The Elite! They pit their expertise against a group of 'videators', expert gamesplayers each with their own unique personality and names such as The Ninja, Big Boy Barry and Lovely Lettie Edwards, a gamesplaying granny!

*Games World* began on March 1st and is on Sky One every weekday, 6–6.30pm. If you've got a **Sega** and a satellite dish, you can't afford to miss it!

The Videators gather!

## …E RESCUE!

vive in Earth's polluted atmosphere for long periods, Ultraman — who rescued Jack on Mars — has become part of his molecular structure.

The plot's thin enough to see through, and the actors do their best with terrible dialogue, but the wholesale destruction of entire city blocks by the well animated monsters makes this a rip-roaring hour and a half's fun for the whole family. So check out the shelves of your nearest video stockist now, and help save the world for humanity.

An unwanted monster

Coming soon to your Mega Drive, the red and silver Ultraman fights monsters.

## HOMES' GAMES

Fancy a day out around the **Ideal Homes Exhibition**? It might not sound like an exciting day out for us console freaks, but when you find out that this year they've got and **Ideal Electronic Games Show** running alongside it, you might change your mind!

The **Ideal Games Show** will be bursting full of the latest electronic entertainment concerning the games industry. All the top names in the industry will be there showing off their newest and hottest titles for 1993!

We know what you're thinking: 'My mum and dad won't want to traipse around there all day.' The good news is, they won't have to! The tickets for the **Games Show** include admission to the **Ideal Homes Exhibition**, so while you're putting the latest arcade games through their paces, Mum and Dad can have a stroll around the show homes and show village next door!

**SEGA FORCE** have ten pairs of tickets on offer (worth £7 each). To win two tickets for a day out round Earl's Court, answer the question below and pop it in the post ASAP. Please get your answers in as quickly as possible because the **Ideal Electronic Games Show** takes place between the **25** and **28 March** and we need time to sort out the winners and send out the tickets.

**The Ideal Homes Exhibition always has a Show House Village as one of its star attractions. Which Cornish town is famous for *its* model village?**

**a.** Babacombe
**b.** Cheesymoon
**c.** Honeymoon

Answers on a postcard please, and all entries must be in before the **20 March**! Any later and you'll be paying to get in!

# SUPERMAN

**Is he alive — or dead? It's hard to tell, when you're dealing with aliens, and this old Kryptonian's no exception. Regardless of his comic-book state, Supe's kickin' about in Sunsoft's MD game.**

## Gutter Talk!

The Man of Steel's latest game's deceptive. It looks simple, like an easy exercise in reflexes... but it's VERY frustrating to beat. One of Superman's big problems, in the comics, movies and now this game, is he's so damn powerful. Either his opponents have to be ultra-tough or his powers dampened (hence the power-sapping Kryptonite). Sunsoft have taken the second course: Superman can't always fly or use heat vision and he's not invulnerable.

The D-pad always moves you around. If you can't fly, you leap or crouch rather than ascend or descend. Two taps left or right when grounded make him run. The [C] button's used for leaping and [B] provides a somewhat ordinary punching action — more Pee-Wee Herman than Schwarzenegger.

### Sounds impressive!

It's the [A] button that gets the good stuff: sometimes it activates a Sonic Punch, sometimes heat vision, sometimes Sonic Spin. When the Super Power gauge is full, the effects of the Sonic Punch and heat vision are at maximum intensity.

After use, the gauge is empty but gradually refills. You'll love the wait. Heat vision can be used while the gauge's building up; the beam will be intermittent and weak but what did you expect?

Don't worry about the Sonic Spin — it's always at full power. The trouble is, you'll probably want to get back to punching, which means finding a special token.

What tokens? Special Superman shields dot the landscape and give bonus points, Sonic Punch, Spin or life energy.

### Burst his bubble!

Enough of game mechanics, let's see what's going on. In Round 1, children have been kidnapped. Starting in Metropolis, Superman must progress through the rooftops in search of The Prankster. You can leap and run across the horizontally-scrolling screen, even reverse direction, but no flying.

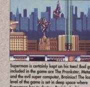
Plenty of opposition's waiting for you: weird and violent robots, flying cyborgs and a spaceship dropping green napalm (Kryptonite?).

With luck and hard work, you soar up the side of a tall building... but everybody gangs up on ya! This is a good time to have heat vision, so you do! Use it to destroy everything in your path and keep flying till you hit the top.

Which is where you encounter The Prankster. He's a loada laughs, tossing bombs




Is it a bird? Is it a plane? No, it's the big blue cheese himself in his first MD outing! You must guide Superman through villain infested levels in order to save the world from evil. Superman's powers include super strength, speed, flight and heat vision. He can also do a neat Sonic Spin!



Superman is certainly kept on his toes! Bad guys included in the game are The Prankster, Metallo and the evil super computer, Brainiac! The last level of the game is set in deep space where Superman has to destroy Brainiac's ship.

outta his hat and blowing bubble gum balloons which carry him aloft. You need to pop his balloon (and him) to reach the next round.

## The maniac!

You can monitor tough guys' strength by looking at their energy gauge, found conveniently under Superman's. Beat the bozos and get bonus points depending on how much energy you've got left.

While survival's most important, there *is* a good reason for going after points: you get an extra continue for every 40,000 points.

In the second round, Metallo's hijacked a train to use as a battering ram, in the next Lois Lane's kidnapped by Brainiac.

Want some help? Superman can't crouch and punch at the same time, and every time he leaps, his leading fist destroys anything in its path. The same goes for running then jumping at a foe. Looks cool, cape fluttering and all.

Backgrounds are nicely rendered in a cartoony style. The characters aren't huge but have good detail and little touches of animation. I like the way Supe patiently stands with hands at hips when you don't touch the controls.

Some might find *Superman* less problematic, even simple, compared to some, more complex games. But trust me — it'll take you a long time to defeat all the foes and save the day.

■ **MARSHAL**



# WE NEED YOUR VOTE!

## SEGA FORCE NEWSVOTE

Starting this month, we're giving SEGA FORCE readers the opportunity to tell the world what you think of crucial issues through the SEGA FORCE NEWSVOTE... like, is the price of carts too steep!? Well, okay, we all know the answer to that one! And if we had anything to do with it, we'd give 'em all away free to you — honest...

Voting is as simple as a quick phonecall — and no, these aren't those expensive ones. A call to the SEGA FORCE NEWSVOTE **costs a maximum of only 10p**, less than the cost of a stamp.

With the imminent release — at last — of the Mega-CD in Britain, what we want to know this month is whether you're going to be buying one within the next six months. If you are intending to buy one, all you do is ring the appropriate line for **YES**. If you're not going to buy one, ring the appropriate line for **NO**.

You don't have to say anything, all you'll hear is a quick recorded message to thank you for recording your YES/NO vote for the SEGA FORCE NEWSVOTE.

**Okay, so here we go!**

**Are you intending to buy a Mega-CD within the next six months?**

| Answer | | |
|---|---|---|
| YES | by phoning | 0839 007 890 |
| NO | by phoning | 0839 007 894 |

We'll let you know the result as soon as we can process the responses.

## SEGA FORCE MAPVOTE

After the really crucial stuff, here's the important bit. What games would you most like to see mapped in a future issue? Unfortunately we can't list more than three. If you want one of the three, or two or even all three mapped, simply phone the appropriate number. You don't have to say anything, all you'll hear is a quick recorded message to thank you for recording your SEGA FORCE MAPVOTE. These calls are also a maximum of 10p.

**Vote for**

| | |
|---|---|
| SONIC2 | phone 0839 007 891 |
| ECCO | phone 0839 007 892 |
| ANOTHER WORLD | phone 0839 007 893 |

Calls cost less than 10p at peak rates



**This beauty is from the imminent sequel to *Earnest Evans, Annette Again.***

## SPACE FOR TV TIME

A throwback to the 'space cowboy' theme pioneered by *Star Trek* a *long* time ago, *Space Rangers* is the latest American sci-fi TV series. Fort Hope on the planet Avalon is the base for a band of misfits who police the galaxy, complete with strange aliens, spacecraft and the whole nine yards.

Their guns are a hoot — conventional firearms with loud bullets. Special effects range from great (aliens morphing) to scummy (cheap-looking spaceship inserts).

The best things about the show are the graphics, especially the title logo, which is mirrored as a badge the Rangers all wear.

■ Marshal Rosenthal

# AMAZIN' SEGA GAME!

Don't laugh, but he idea behind **Sega Japan**'s awesome new cybernetic platform game, *Mazin Saga*, is 20 years old. It's based on a cartoon series, *Mazinger-Z*, which was a hyper-popular for its portrayal of hardcore robot characters. Although the series is long gone, it's enjoyed a renaissance as a manga comic.

The story sees humankind enslaved by bio-machine beasts unleashed by Godkaiser Hell. The only hope for mankind is Koji Kabuto, who dons bio-organic body armour, Mazinger-Z, which grows to immense size.





*Mazin Saga* has 11 rounds of four stages. In the first three stages, Mazinger-Z's human-sized and takes on similarly small enemies while avoiding getting stomped flat by the huge end-of-round bosses. In the final stage of each round, Mazinger grows to the big, *big* boss's size for some serious butt-kicking.

## Broad and tall

Mazinger's only weapon is a broadsword. While small, he kicks and throws opponents. Against bosses, his only means of attack is the sword.

A number of moves are available so the action doesn't become repetitive. Standing up, Mazinger swipes vertically, sideways and upwards. Squatting, he can also skewer bosses,



causing devastating damage. He can also deliver crushing sword blows in mid-air.

In both small and large Mazinger modes, *Mazin Saga* utilises a wide range of animation patterns so character movement is very smooth and natural. But I wouldn't get too hung up watching how lifelike the characters are, the bio-mechanical beasts' onslaught is ruthless and relentless.

Watch for a full review of this robotic hack 'n' slash platform game by our crusading Deadheads in the near future.

■ **NORTON**

# GEARED FOR SUCCESS

There are plenty of Game Gear fiends out there, if figures released last month are anything to go by! According to **Sega**, sales of the GG rose significantly last year to take 40 per cent of the handheld game market in December.

It may not seem much considering **Nintendo**'s Game Boy took almost 60 per cent — until you realise that in one year alone, **Sega** have taken close to 20 per cent of **Nintendo**'s share of the market.

It's a real kick in the face for **Nintendo** in what was supposed to be the big year for Mario lovers. January 1992 showed the Game Gear with only 16 per cent of the market, but it climbed to 29 per cent in June and 39 in November (the month *Sonic 2* became a household name.)

## Sequels size-up

Gallup games charts at the moment only confirm **Sega**'s popularity. *Sonic 2* still has pole position and games such as *Mickey and Donald*, *WWF Wrestlemania*, *Taz-Mania* and *Lemmings* have been jostling around the Top 20 for ages.

You may be surprised to learn *Sonic 2* on all three systems has been outselling top **Nintendo** games like *Street Fighter II* and *WWF Wrestlemania* for ages.

Says **Sega**'s **Dave Clark**: 'The Game Gear is the only area at the moment where we are not the Number One brand. I know it's still being outsold by the Game Boy, but it's done well to get back to 40 per cent of the market. Who knows — in 1993 we might even be Number One with the Game Gear as well!'

Dave said that *Sonic 2* obviously helped the sales of all **Sega** consoles and believes the popularity of the games will continue to grow.

'It bugs me sometimes when people compare the Game Gear to the Game Boy. The Game Gear is really a portable Master System with a colour screen — it's such a superior machine.'

**Doug Green**

# TA VERY MUCH!

This issue could only have been brought to you with the help of some very special people indeed! First off is **Jonathan** at **Game Zone**. They're set to become one of the hottest games shops in the country and they stock all the latest Sega software and hardware so give 'em a bell on **(0908) 226696** or write to **Game Zone, Unit 1A, Wolverton Agora, Milton Keynes, MK12 5AE**.

Big thanks also go out to our bestest friend **Clare** at **Killer Konsoles**. If you're after the latest MD, MS or GG titles then she's your woman! Give her a call on **(0438) 367406**.

Finally, a quick 'Cheers matey!' to Marc at AMS, Gary Edwards at W Industries, Timmy Chan, Andy and Tony at Sega and The Zone in Birmingham!

SEGA FORCE




# Cart Charts

**If ya wanna know what's selling in Sega City, this is the place to be! What's top of the pile, what's going up, what's going down and all those new entries. Have a butcher's!**

## MEGA DRIVE

| | | |
|---|---|---|
| 1 | → | SONIC 2 |
| 2 | NE | ECCO |
| 3 | NE | WORLD OF ILLUSION |
| 4 | ▼ | JOHN MADDEN '93 |
| 5 | NE | WWF WRESTLEMANIA |
| 6 | ▲ | TERMINATOR 2 |
| 7 | ▼ | DESERT STRIKE |
| 8 | ▼ | SPEEDBALL 2 |
| 9 | ▲ | LOTUS CHALLENGE |
| 10 | ▲ | TAZ-MANIA |

He's *still* king of the castle! Good old Sonic's Number One! Straight in at number two is *Ecco: The Dolphin*. Wrestling fans have put their money where their mouths are 'cos *WWF* lands with a thump at number five.

Our charts are supplied by Virgin Retail. Don't forget, you can use the money-off vouchers on the front of SEGA FORCE in any Virgin Megastore and/or Games Centre. So what are ya waiting for? See if there's a store near you and spend your wad!

## GAME GEAR

| | | |
|---|---|---|
| 1 | → | SONIC 2 |
| 2 | NE | LEMMINGS |
| 3 | NE | STREETS OF RAGE |
| 4 | NE | SUPER OFF ROAD |
| 5 | NE | ALIEN 3 |
| 6 | ▼ | TERMINATOR |
| 7 | ▼ | SUPER KICK OFF |
| 8 | NE | PRINCE OF PERSIA |
| 9 | ▼ | MICKEY MOUSE |
| 10 | ▲ | SIMPSONS |

Look at those new entries! Sega's GG *Lemmings* is just as successful at its MS counterpart. *Streets Of Rage, Super Off Road, Alien 3* and *Prince Of Persia* all storm into the Top Ten. You handheld freaks are spoilt! Some classy products here, folks!

## MASTER SYSTEM

| | | |
|---|---|---|
| 1 | → | SONIC 2 |
| 2 | NE | LEMMINGS |
| 3 | ▲ | TAZ-MANIA |
| 4 | ▼ | TRANSBOT |
| 5 | ▲ | MICKEY MOUSE |
| 6 | ▼ | NINJA |
| 7 | ▼ | ACTION FIGHTERS |
| 8 | ▲ | WC LEADERBOARD |
| 9 | ▲ | GHOST HOUSE |
| 10 | ▼ | ASTERIX |

## EAST & WEST CHART ATTACK!

**Sonic's still riding high in the States and Captain America has shot straight in at number six!**

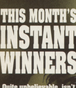
| | | | |
|---|---|---|---|
| 1 | SONIC 2 | Sega | Platform |
| 2 | JOHN MADDEN '93 | EA | Sport |
| 3 | SPORTS TALK FOOTBALL | Sega | Sport |
| 4 | NHLPA HOCKEY '93 | EA | Sport |
| 5 | WWF WRESTLEMANIA | Flying Edge | Sport |
| 6 | CAPTAIN AMERICA | Data East | Platform |
| 7 | TAZ-MANIA | Sega | Platform |
| 8 | HOLYFIELD BOXING | Sega | Sport |
| 9 | NIGHT TRAP | Sega CD | Strategy |
| 10 | SEWER SHARK | Sega CD | Shoot-'em-up |

**It seems like the Japanese can't get enough of Sonic! Can Mickey and Donald knock him from the top?**

| | | | |
|---|---|---|---|
| 1 | SONIC 2 | Sega | Platform |
| 2 | GAMBLER 2 CD | Games Arts | Board sim |
| 3 | PUYO PUYO | Sega | Action puzzle |
| 4 | MICKEY AND DONALD | Sega | Platform |
| 5 | TENBU SPECIAL CD | Wolf Team | War sim |
| 6 | RETURN OF SHREDDER | Konami | Platform |
| 7 | ROAD BLASTER FX CD | Wolf Team | Racer |
| 8 | POWER ATHLETE | Kaneko | Fighting |
| 9 | LANDSTALKER | Sega | Action RPG |
| 10 | AFTERBURNER III | CRI CD | 3D Shooter |

Courtesy of BEEP! magazine.

# THIS MONTH'S INSTANT WINNERS




Quite unbelievable, isn't it? If the number on your XPress Card exactly matches one of the numbers below, you've won the cart of your choice! Mega Drive, Master System or Game Gear — the choice is yours!

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All claims must arrive at the Megafone offices by 31 March, 1993.

Call cost 36p/min (cheap rate), 48p/min (all other times). Please ask permission before you call. Maximum length of call is 5.5 minutes, which costs £1.98 (cheap rate), £2.64 (other times). We advise you to call at cheap rate. A full list of rules etc is available by sending an SAE to: Megafone (Sega XPress), Sandylands House, Morecambe, Lancs LA3 1DG.

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Is this a hot set-up or what? Well, if you have the winning card, it's all yours! Check the Hotline, *now*!

### Need a card?

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## CALL THE XPRESS HOTLINE RIGHT NOW!

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Answer two simple quiz questions and get this month's winning numbers!

YET MORE SEGA FORCE GENEROSITY NEXT ISSUE!



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# THE FUTURE'S SO BRIGHT...

Feature!

**What was once the stuff of science fiction has now become science fact. The world of virtual reality has arrived and things will never be the same again! MAT YEO's warped mind attempts to put it into perspective.**

A new world has been created. It can be explored, you can look all around and see a continuous landscape. Look down at the ground and your feet, look up and stare at the sky or whatever's above you. There are no limits in the world of virtual reality.

Virtual reality (VR) is an advanced form of computer technology which immerses the user in another environment. You might imagine that the leaders in such advanced technology would be American — but you would be wrong, because they are, in fact, W Industries, a Leicester-based company. They construct virtual reality entertainment systems which are used all over the world.

As their founder, managing director and CEO, Dr Jon Waldern says, 'Currently we are the only company worldwide supplying VR systems for public use. We've stolen the lead and only through a dedicated plan of new product implementation will we maintain our current position. Our strategy is to become a world player in high street entertainment.'

And the way sales to international arcades are going for W Industries, Waldern's boast looks virtually like a reality already.

'There are other, smaller companies producing these machines but, we have almost no competition yet,' says Waldern, the man who's referred to as the 'VR Guru' by others in this fledgeling industry. 'What we've been able to do is prove there *is* a market out there for our product. As the market expands, we must expand with it. Essentially what we're trying to do is make advanced entertainment systems *and* also make computers easier for people to use.'

This last is a bit of a surprise. It had never occurred to me that VR might be viewed as a means of making people feel more comfortable with computers, but Waldern is something of a prophet and a visionary when it comes to linking people to computers.

'VR should be a totally immersive experience that separates an individual from the outside world,' he explains in his quietly emphatic manner. 'It should also be an interactive experience allowing people to affect what is happening in their computerised world.'

## Breaking the mould

From a background in computer-aided design (CAD), Waldern became more attracted by the impact of early computer games and sidestepped a traditionally academic career into what was the beginnings of VR. The firm was set up as early as 1982, and they completed their first VR machine in 1984 — about the moment Sir Clive Sinclair's Spectrum and the Commodore 64 were beginning to take a hold of gamesplayers leisure time.

Waldern told me that he has been an avid games player, owning many of the popular machines over the year, and he's clearly well into the Mega Drive.

But it has always been the two-dimensionality and the lack of genuine interaction with the computer that has been the driving force behind W Industries' VR developments. And he is quick to pooh-pooh any suggestion that being involved with games rather than serious scientific applications is no job for a grown man.

'The world of entertainment will eventually impact on all forms of computing,' he insists unrepentantly. 'We'll soon be seeing VR used in medicine, construction work and the sciences. Anything is possible. We will continue to develop the science, software and hardware of VR until we have created machines that can totally deprive you from the real world!'

## Saddle up

Being deprived is what it's all about, but if the fun you can get out of the games Waldern and his 50-strong team of software engineers create are anything to go by, then this is a form of deprivation we can all stand!

Recently released is their Virtuality 1000CS system, on which most new VR games will be played. The system's installed on a raised platform area with a circular bar which not only monitors your player's body movements, but also acts as an essential safety handrail.

Step onto the platform and pick up a black box with a belt attached. This straps around your waist and is attached to a headset. The pack sends information to the headset and connects the player to the play station with a single flexible cable. You can turn full circle without tangling or disconnecting yourself from the system.

The belt also holds the 'space joystick', a hand-held device used to control a VR sword or other such weapon. Move the joystick and your hand moves in the VR world.

To move in this strange environment, just look in the direction that you want to go and press the button on top of the joystick. You glide smoothly along — but there's always the temptation to actually




**"VR should be a totally immersive experience that separates an individual from the outside world"**
*Dr Jon Waldern*

# I GOTTA WEAR SHADES!

try to walk forward! This is where the circular bar comes in. Inside it are sensors that track your every move and apply them to the 3D world.

## Talking loud and clear

Information from the joystick and rail is sent to a powerful Expality computer system located under your feet. This incredibly fast computer has to cope with millions of calculations per second. It's constantly redrawing what you see and figuring out what should happen next.

Most people have seen one of the strange black headsets, or Visettes, you wear when playing VR games. Inside the headset are two colour monitors and a series of mirrors that direct images into your eyes. The monitors can't be placed directly in front of you as prolonged exposure could damage the eyes (that's why your parents tell you not to sit too near the TV!).

The headset also contains headphones and a microphone. When you're playing against other people, you can hear them speaking and talk back to them! Your voice can be adjusted so you sound like the fictional character you're playing.

A separate device produces CD-quality sound effects and music, also passed through the headphones as eight-channel stereo. Listen to the sound of a dragon's wings or the slash of a sword as it hits an enemy.

## Twist and shout

The Virtuality 1000CS can be linked to other units so multiple players can take part in the same game. This allows you to interact with other characters and even team up to defeat a common foe.

Once you don the helmet, you are — as Waldern puts it — totally immersed in the VR world. You can't see or hear anyone but fellow gamers. It is this isolation from the 'real' world that gives VR its power to wholly engage the player's emotions in a game. But it might also be the one factor which frightens some critics — if computer games raise the issue of addictiveness, what will be the case with VR?

'I see that as being part of a wider social issue,' Waldern points out. 'Obviously you have to take VR in moderation. Too much of anything is bad for you.'

'One thing we've yet to discover are the psychological effects of dying in a VR world. That's why in a game like *Dactyl Nightmare* your body reforms once you're hit. You also have to remember what you're playing *is* only a game. You don't carry on playing *Sonic The Hedgehog* once your Mega Drive's switched off!'

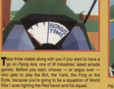
With recent hysterical alarm stories in newspapers about the effects of playing video games, I wondered whether W Industries have any concern about the way VR is portrayed in the media. 'Most people have seen our headsets, or Visettes, and recognise them as being linked to VR. Although older people frown at it — as they do with most technological advances — we've found that kids have really taken to it.'

'You can't fool kids, you see. VR has to be realistic and challenging. You can't just strap a Game Gear to a bike helmet and call it VR! Our systems have to appeal to a younger, computer-oriented audience.'

Trying out a VR game for the first time, its addictive properties may not be the main cause for concern — it's more how others view your antics when strapped into the system. Outsiders watching you playing a VR game might think you're a bit strange as you stand there, twisting and turning, slashing

THE LAWNMOWER MAN PICTURES COURTESY OF FIRST INDEPENDENT

## FOUR PLAYERS FOR FLYING ACE!




Take three mates along with you if you want to have a go on *Flying Ace*, one of W Industries' latest arcade games. Before you start, choose — or argue over — who gets to play the Brit, the Yank, the Frog or the Eytie, because you're going to be a squadron of World War I aces fighting the Red baron and his squad.

Having signed on for the flight, take your places in the appropriately decorated cockpit of your Sopwith Camel, don the visette and make audio contact with your fellow flyers. And don't forget to take a quick look round and say hello to your co-pilot. He chatters nonstop throughout the battle (that's him on the left) in the accent of the nationality you chose, warning of enemies on your tail, moaning about your performance and sometimes being downright helpful.

And then it's ready for take off. There are two skill levels (above), but it's best to opt for Cadet if it's your first time out — just guide the plane at the appropriate hangar door. Throttle's on the right joystick — best to push it fully forward and keep it there throughout the game — and the left controls altitude and banking/turning. Both are equipped with triggers to fire an unlimited supply of ammo.

Try not to shoot down your colleagues — a giant hand points them out in case. In my game, my mate shot at me and I was forced to land to repair the fuel line! Landing's easy, though.

Apart from the enemy planes, there are other targets: a giant barrage balloon, which goes up with a satisfying explosion if you're accurate, and a troop-carrying train.

Once the game's over — the three minutes feel like much more, you can all gather around the debriefing console and watch an action replay of the battle seen from a bird's eye point of view. Don't miss it, *Flying Ace* is appearing soon all over the country at larger arcades and laser tag sites.

# NEW SPATIALITY FOR EXOREX!





The next big game from W Industries is the futuristic adventure *ExoRex!* This is designed to be used on the Virtuality 1000SD system. Two machines can be linked together for thrilling simultaneous action.

It's the 23rd century and you take on the role of a convicted criminal who's been falsely imprisoned. Your only chance for freedom is to win trial by combat against three other inmates.

You pilot a MANTIS (Medium Armour Normal Terrain Incursion System) across a desolated landscape. To prove your innocence you must destroy the other convicts using a formidable arsenal of high explosive rockets and heat tracked laser cannons.

In two-player mode, one player flies around with the aid of a jet pack while the other pilots the MANTIS. Some incredible stunts can be pulled off such as flying between the vehicles legs and then standing on them!

With improved scaling and perspective, *ExoRex* could prove to be the best virtual reality game yet!

furiously at the air and shouting at things that aren't even there! You're totally unaware of real people as you hunt down an enemy or fly through space — which is fortunate, because like any good actor, you forget that there's an audience watching. And afterwards, you can enjoy the sight of them pratting about as well!

Other people can watch what's going on the VR world with the help of monitors located around the play station. On some systems after an adventure, you too can gasp or grimace at what you got up to in cyberspace by watching a replay!

## The impossible dream?

The future of VR looks very exciting. Although graphics are fairly basic at the moment, that will change when programmers figure out how to use texture mapping while retaining game speed. This will give people and places a realistic appearance and add to the excitement.

Jon Waldern: dreaming the possible dream

Fast forward five years and you could be playing VR games without a helmet at all! Already being developed is the Virtual Zone, a new breakthrough where you can walk into an arena and experience realistic computer-generated images without having to wear bulky electronic equipment. Imagine the TV show *The Crystal Maze* totally constructed from 3D computer images.

Dr Waldern's vision is infectious. 'The most important thing to remember is that we want people to have fun. VR is a tool that we must utilise to its fullest by making it easier for people to interface with it. In the future we could be playing VR without the use of headsets. Images could be beamed directly onto our retinas. The possibilities are endless!'

However, that is in the future, what he calls the 'fourth generation VR experience'. Nearer to home Sega themselves are looking into the possibility of bringing VR into the home. You could soon be linked up to your Mega Drive with a special headset, playing *Sonic The Hedgehog* from the viewpoint of the blue spiky hero himself!

'Impossible,' you say? In the world of virtual reality, there's no such word! ■

## WHAT'S IN THE BOX?



It took the mighty power of a Super Cray MkIV to provide the computer-generated graphics of the 1987 space adventure film *The Last Star Fighter*, and similar power is needed to create 'morphing' effects like those used in *Terminator 2: Judgment Day*.

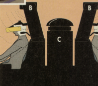
It comes as something of a surprise, then, to discover that at the heart of a Virtuality arcade machine lies nothing more digitally elevated than an Amiga 3000.

But that's being unfair, because W Industries do a lot more to the computer that drives their VR games. In a business that's very security conscious, this is one secret of the trade that they don't mind letting out. As Dr Jon Waldern points out with a laugh, Commodore won't sell them just the computer mother boards, they have to buy the whole machine and then strip everything out they want to use.

One bit, other than the processor itself, they don't throw away is the Amiga keyboard, which gets used in those consoles that require players to input information, such as their name, character they want to play and so on.

The resulting Expatiality computer is actually a large black box, some two feet square, which also incorporates a large disk drive to hold the game data and several compact disc drives for the sound effects.

The Amiga 68040 processor is joined by several other W Industries custom chips. Some look after the player interaction aspects, such as monitoring the body sensors to tell the computer what the players are doing and whether they're standing, crouching or turning round. Others control character dialogue, such as in the *Flying Ace*, where each of four players gets a verbose co-pilot chattering non-stop in French accents, American, Italian and hee-haw Awxford English.

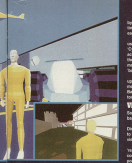



## CYBERZONE

Welcome to Cyber-Swindon! In the BBC's new VR programme, not everywhere is an urban sprawl, but the contestants are tough enough for Streets of Rage...

On January 4, 1993, British audiences were given their first taste of virtual reality television. *Cyberzone* is the first programme of its kind, mixing VR technology with the fast-paced excitement of a gameshow.

Developed by Broadsword Television as part of Janet Street-Porter's *Def II* slot, the show aims to bring VR technology to the widest possible audience. It's host is none other than Craig Charles, who plays Lister in the hit sci-fi show, *Red Dwarf*!



Although aimed at the young games playing market, *Cyberzone*'s hoping to capture older viewers within it's unusual cyberpunk look and manic action.

Two teams of players enter the virtual world of Cyber-Swindon. This computerised town consists of passages, corridors and narrow gantries. Once inside the world, the competitors race against the clock to perform certain tasks.

This strange place is watched over by the intelligent computer presence known as THESP (played by actor James Grout). THESP keeps an eye on the timer and explains what the contestants must do in each section.

The players don't don VR helmets. Instead, they use various devices to guide a 3D lookalike, a 'Cyborg', around the town. When they perform an action such as running, opening a door or shooting, the 'borg does the same. Competitors stand on mobility stations or sit in VR booths to control their 'borgs.

The teams are unusual in that one side is made up of sporting superstars and the other of 'mere mortals'! You'll see people such as Liverpool's John Barnes and Wimbledon's John Fashanu taking on tough opponents like a pair of Girl Guides!

## VR vibes

So why have the BBC decided to produce a show based on VR technology?

'The time is right,' says Broadsword Managing Director Tim Child. 'We can now bring Virtual Reality to TV because the images it produces are exciting to view at long last.'

The main problem is the graphics have to run at 'real time' speeds. This requires huge amounts of computer memory so Broadsword have six high-powered computers, with custom graphics chips, to generate the images. Tim Child describes the advanced system as 'a world simulator and a people simulator'.

The success of *Cyberzone* is assured, zone warden Craig Charles thinks. 'This show is going to be massive! I'm still amazed by the reaction it gets from the studio audience. I've never known a show where the same audience comes back five times in a row. They're very much a part of the show. The vibe that comes from them is astounding!'



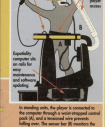
## Craig's in Gear!

So is Craig Charles a computer freak?

'Absolutely,' he says. 'In fact, I'm hardly ever without my Game Gear! I take it everywhere with me. I play loads of games. My favourites at the moment are *Columns*, *G-LOC* and *Joe Montana Football*.'

The first series of *Cyberzone* runs for ten weeks but it will be back. A BBC spokesperson says 'the ratings for the programme are well over three million, which is fantastic compared to other programmes which have appeared at that time of day on BBC2. *Cyberzone* has proved the market's there.'

As for future shows, Broadsword are confident *Cyberzone* will continue for a long time to come. As Tim Child puts it, 'This technology is developing all the time. Who knows what tomorrow will bring?'




In standing units, the player is connected to the computer through a waist-strapped control pack (A), and a tensioned wire prevents falling over. The sensor bar (B) monitors the player's movements. In sit-down units, like *Flying Ace*, the sensor bar is overhead, and players are connected to a central computer (C). A front cover (D) completes the cockpit.

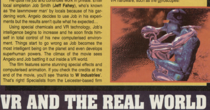
## THE LAWNMOWER MAN

The first film to focus on virtual reality was *The Lawnmower Man*, the story of a brilliant scientist, Dr Angelo (*Pierce Brosnan*), who finds his VR work perverted into a military weapon.

He quits his job and continues work in private. Enter local simpleton Job Smith (**Jeff Fahey**), who's known as 'the lawnmower man' by locals because of his gardening work. Angelo decides to use Job in his experiments but the results aren't quite what he expected...

Using special chemicals and VR technology, Job's intelligence begins to increase and he soon finds himself in total control of his new computerised environment. Things start to go wrong as Job becomes the most intelligent being on the planet and even develops superhuman powers. The climax of the movie sees Angelo and Job battling it out inside a VR world.

The film features some stunning special effects and computerised animation. If you check the credits at the end of the movie, you'll see 'thanks to **W Industries**'. That's right! Specialists from the Leicester-based firm were on the set to offer help and guidance when VR technology was being used. 'We travelled over to the States and worked closely with the filmmakers to keep a sense of realism in the movie,' says Dr Jon Waldern. 'We even picked up a few ideas for further VR hardware, such as the gyroscopes!'



# VR AND THE REAL WORLD

One of the difficulties for a magazine in portraying virtual reality game graphics is that our pictures don't move! As a result, they always look blocky and not very realistic. Anyone who's had a go on a VR machine, however, will tell you that this is not much of a problem once the game gets going, because the animation effect takes over.

Not that W Industries is content to sit on its pictorial laurels. Even as I spoke with Dr Jon Waldern, upstairs in the research and development section, behind strictly guarded doors, software engineers were at work on the next generation of graphics, designed to add even more realism.

Providing real-time animated graphics requires a lot of computer processing power — even more so when the computer has to be capable of providing a 3D world as a complete sphere around the player. In order to create the effect, clever data compression



Vector Graphics: take our friendly co-pilot on the left, in the 'flesh', so to speak. In reality he's made up from several filled polygons. On the right you can see the wire-frames that make them up. These frames can be animated in 3D with relative ease. Four of the shapes have been pulled to the far right. As each creates a piece of computer information for each point, plus another for the colour fill, from top to bottom they represent: eight; four; 29 and five pieces of information. These must be refreshed 25 times a second.

techniques must be used, but to deliver the images one of the oldest methods is used — vector graphics.

Even the old Spectrum programmers recognised how effective the method can be. Vectors are better known as 'wire frame' — a game like *Elite* is a good example. How do they work?

If you look at a complex shape — like a face — it's made up from endless colours, and the effects of light and shade make it even more complicate to reproduce accurately. In computer graphic terms, the amount of data required to reproduce this face, with all its colour shifts as it moves around is fantastic. Even a single still frame could easily occupy 10 megabytes of data — and this data has to be recovered from a disk 25 times every second to look like animated photorealism.

Obviously such a system would be too cumbersome and slow to operate — and fantastically expensive if it did. But the data required to describe a simple shape is very small. A triangle is actually only four pieces of information: three to tell the computer which screen pixel each corner occupies, and a fourth to tell it what colour should fill the area between the lines joining each corner.

Now it's possible to make up complex shapes using many of these memory-cheap triangles or polygons (a polygon is a multiple sided shape, not necessarily regular — still memory-cheap, since all you're adding is another piece of information for each extra point). Each shape can have a slightly different colour, and so the effects of natural colouring, plus those of light and shade, can be created.

Animating the complex of shapes takes more memory, and altering their relative shapes to give the effect of, say, a face turning sideways to you, takes more. Even so, this is only relatively few additional pieces of information to tell the computer where each individual shape is in the virtual space of the screen.

Vector graphics — or filled polygons — then, makes real-time animation possible on fairly inexpensive computers. Nevertheless, all this data adds up when you're dealing with a three-minute game — that's 4,500 separate frames. On top of that, the computer has to take into account that this is an interactive environment — it doesn't know in advance how you're going to move, and must be able to follow you. All in all, it's still eating up tons of data.

That explains why, with the current technology, the vector graphics still look simplistic. W Industries are concentrating on developing new compression techniques, and using faster computer processors to allow them to have even more polygons in the graphics — the more there are, the more realistic the image becomes.

The current machines, like the Virtuality 1000CS, run at around 15 MIPS (million instructions per second). The next generation will run at an incredible 6,500 MIPS! This will allow them to add texture mapping to the polygonal shapes.

Texture mapping is a process whereby instead of filling the polygons with a flat colour, you add a natural texture which is held in memory — the texture of granite or brick for the buildings, fur for animals, grass to make the flat greens look more realistic, and so on.

Perhaps the most exciting texture mapping development, though, involves the use of video cameras as a part of the console machine. In this situation, the game programmers provide a standard 'blank' face made up of sufficient polygons to look real. It would look a bit like one of the Crash Dummies.

Each player taking part starts by standing in front of the built-in video camera for a few seconds, while their face is scanned into the VR machine's memory. They then decide which of the blank characters in the game they are going to play, and the computer allocates their scanned face to those polygons which make up the character's blank face, superimposing their features over it.

Now when you play, you'll see your friends's real faces on the other characters in the game, and they'll see yours!

'Our job is to make everyone in a game into an actor,' says Waldern, and with texture mapping real faces onto game characters, the world of *The Lawnmower Man* is almost with us. ■

# Win! Win!

# ACTUAL GENEROSITY! TRY YOUR HAND AT VIRTUAL REALITY WITH SEGA FORCE AND THE ZONE!

# VR EXPERIENCE

**You can win a long, luxurious game on the hottest VR machine around, try your hand at Robot Boxing, Laser Quest and the latest arcade games! You'll also meet the SF Deadheads, have a nosh-up and loadsa freebies! What more could you ask?**

Virtual Reality is here and now! Arcades all over the country have started stocking these cool machines — but there's usually a massive queue for them and lengthy games aren't cheap. Here's your chance to win a free, uninterrupted go on the latest cyber-experience, *Dactyl Quest*!

We've joined forces with the dudes at The Zone in Birmingham to bring you the experience of a lifetime. You and a friend will travel to Birmingham, meet the SEGA FORCE team then be whisked off to The Zone.

Once there, you and your mate can spend the morning playing VR, Robot Boxing, Laser Quest and the latest arcade games. We'll treat you to a slap-up meal and chuck a few goodies your way for good measure!

So what do you have to do to win this excellent day out? It couldn't be easier. Just answer three dead easy questions. The first correct answer we stumble across wins an excellent day out in sunny Brum (sunny? Since when?! —Sub Ed). Remember you can bring a friend as well so get your heads together and give us the solutions to this little lot:

1. Who is the star of the BBC show, *Cyberzone*?
a. Prince Charles; b. Craig Charles;
c. Craig Macloughlan

2. What was the name of the first movie to feature virtual reality?
a. The Hedgetrimmer Man;
b. The Window Cleaner Man; c. The Lawnmower Man

3. What is the name of the VR headset developed by W Industries?
a. The Visette; b. The Bibette; c. The Weird Device That Straps Onto Your Bonce

Send entries on a postcard or a sealed-down envelope to VIRTUAL REALITY COMPO, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW. Make sure they get here by April 4 or you'll lose out, and let us know if you don't want mailings from third parties.

# FULL FO

## Probably the best reviewing system in the world!

**We care about the reviews in SEGA FORCE — we know they're the most important thing in the magazine. Cartridges are expensive so you need to know whether a game's worth investing in. You need to have confidence in the ratings we award — so we're getting tougher!**

To avoid confusion over what *our* ratings mean, here's the lowdown on the FORCE (overall) percentage:

### 1-25
In varying degrees, this is so crap it wouldn't even make a respectable stepping stone in the gutter! Not worth the box it comes in! Steer clear.

### 26-35
Hardly a recommended purchase. Might have some merit for those interested in the subject, but it's hardly likely!

### 36-49
Below average quality. If it's cheap or the game type interests you, it's worth considering. Think carefully, though.

### 50-59
An average product with good qualities but enough drawbacks to make you think twice.

### 60-70
Above average. Not a guaranteed winner. Good graphics, crap gameplay, for example. It's best to try before you buy.

### 71-89
A recommended purchase, but be cautious if it's a game type you don't usually enjoy.

SEGA FORCE SMASH · SEGA FORCE SMASH

### 90-99
SEGA FORCE Smash! Well worthy of any gamer's collection and not to be missed!

If you wanna know what our deadheads think of a game, read the quotes on top of the comment boxes and take a gander at our faces.

This is the infamous sumo strutting his funky stuff! In this case, he's a happy chappy, so the game must be pretty damn good. Watch out for him in the information boxes.

## IT'S HUMAN NATURE

76 Getting bored of saving the same old lemmings? Now it's time to rescue the human race! Imagitec's latest offering will have you scratching your bonce for ages. A great puzzle game. We're talking evolution!

## SF rating

**99 PRESENTATION**
● Is there a demo? Any continues? Loads of user-friendly options?

**99 VISUALS**
● Are they good sprites and colourful backdrops? Nice animation and scrolling?

**99 SONICS**
● Plenty of toe-tapping tunes and good spot FX, or puny bleeps and burps?

**99 PLAYABILITY**
● Easy to get into? Good to control? This is the place to look, game freaks!

**99 LASTABILITY**
● Months of endless fun, or will you complete it in half an hour? Check this out!

**99 FORCE**
● Our at a glance guide to what we think of the game. Fair and accurate.

### ADE
If you wanna know whether a platform game hits the mark, Ade's the man to ask. He also likes puzzlers and arcade adventures. He's not a great fan of RPGs.

### MAT
Mat's a film buff, so if it's a good film tie-in you're after, look out for Mat's comments. He enjoys a good beat-'em-up and is an expert shoot-'em-up freak.

### PAUL
Our man Paul's a sporting nut. Football games are his favourite. He's a West Bromwich Albion fan! He likes racing games, too and adores a good hack-'em-up!




## IT'S THE BOYS



## RAINBOW ISLANDS



## STREETS OF RAGE II



## WARREN

Warren's a collector of comics, so any game that has a comic feel to it, Woz is the man in the know! Ask him about any shoot-'em-up and he'll waffle on for ages!

## FORCE CONTROL

- Take a look at this likkle box and we'll let you know if the D-button's responsive or not and how well the characters move onscreen.
- This is the MS/GG Force Control box. If you wanna know what button [1] does during the game, have a gander here.
- If button [2] serves any useful purpose, we'll give ya the lowdown. Keep your eyes open for the [A], [B], [C] Mega Drive boxes, too.



# SEGA FORCE SMASH Reviewed!

**It's big! It's fast! It's violent! It's joined B.U.P.A! Erm, well maybe not, but your character will be in dire need of medical attention if you dive into this massive game unprepared!**

A few years ago, the city was menaced by a terrible crime wave. People cowered in fear as the streets became lawless and thugs terrified the innocent.

The cause of all this crime was a powerful cartel run by Mr Big. Fortunately, his reign of terror was cut short by a handful of brave heroes (see the *Classic Arcade* review, page 38). These streetfighters toppled the evil empire and defeated Mr Big once and for all. The streets were safe... until now.

After the death of Mr Big, one of his lieutenants, Mr X (manufacturer of sub-standard washing powder? — Sub Ed), seized control of the criminal organisation and is using it to threaten the city again. Mr X is even more ruthless than his predecessor and his villains stop at nothing in their quest for power.

In revenge for the previous defeat, Mr X has kidnapped one of the original heroes and plans to kill him. The heroes decide it's time to reunite. With the help of two new allies, they set out to rescue their friend and free the city from evil!

One or two players choose from four street warriors and use them to battle through level after tough level of streets, parks and buildings, bashing hordes of bad guys as they go.

Each character has around 20 moves, including special hidden attacks! Some of the moves are computer-controlled, others are joypad activated. Unfortunately, special moves drain energy.

Collecting food restores strength and gives bonus points. Weapons are scattered throughout each level and can be used to dish out real pain!

As well as the main game, players can take on each other in a two-round fight. Options let you fight with or without weapons and special moves.

Three level settings make *SOR II* accessible to new and experienced players alike and continues give a long, healthy life. So take to the streets, it's time to clean up this town!





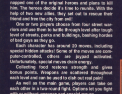


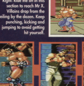




Left: *Streets Of Rage II* has finally made it onto the MD — and what a great game it is! This is a 16-Meg cart packed to the brim with explosive action. There are four characters to choose from, each with their own special moves and attacks. Alone or as a duo, you battle through criminal-infested streets to reach the elusive Mr X. With ever eight levels, three difficulty settings and even a one-on-one battle setting, this is the ultimate Sega beat-'em-up!

STREETS OF R





Right: Ride the lift in this section to reach Mr X. Villains drop from the ceiling by the dozen. Keep punching, kicking and jumping to avoid getting hit yourself.





## Ade yells... 'THE BEST BEAT-'EM-UP ON THE MEGA DRIVE!'



I've waited ages for this! At long last, SEGA FORCE gets the official finished cartridge! We didn't review a pre-production game, like some magazines, and I am definitely NOT commenting on *Streets Of Rage II* without seeing it first, like a certain writer on another magazine! Bitch! Bitch!

It's lived up to all my expectations. It's classy through and through and *so* much fun! It is without doubt, as I'm sure the team will echo, the BEST beat-'em-up on the Mega Drive. The moves are absolutely awesome and the way they're executed is superb.

The option to play either a normal game or one-on-one's a nice inclusion. The gameplay's fairly varied so you're not likely to get bored in a hurry and the difficulty setting's just right. *Streets Of Rage II*'s one of those games you won't mind playing again and again if you *do* manage to complete it.

You won't find better soundtracks and FX on a beat-'em-up. They suit the game to a 'tee'. No half-hearted thwacks and oomphs here, folks!

*Streets Of Rage II*'s gonna be a huge success. I can see the Cheat Chamber in months to come full of tips for this corker! Okay, so the hype's not as grand as good old Sonic's, but *Streets Of Rage II* deserves a place in any gamer's collection. Well done, Sega — a smart product! ***ADE 92%***

## STREET STUFF



**APPLE**
Restores your character's energy bar by a half. Find two and fully replenish your powers.

**MONEY BAG**
Worth valuable bonus points. Collect 10,000 points and you're rewarded with an extra life. Handy!

**TURKEY**
Puts your fighter's energy bar back up to full strength and also increases your score.






Above: Let rip with some of the fiercest fighters ever seen on the MD! Each of the good guys has a variety of moves — but so have the bad guys! Help each other out in two-player mode but be careful — you can accidently hit each other and cause tons of damage. Leave the one-on-one fight for later.

Above: The final challenge! The bloke in the chair is Mr X. Take on his sidekick first then the big bad guy himself.

Above: Axel prepares to teach these street punks a lesson! He can tackle them with his fists, special moves or the knife lying on the ground.

Left: The abandoned factory level is treacherous. There are killer robots, lasers and loads of villains to get past. Conveyor belts are scattered throughout this section and slow you down. Try to stay off them.

Above: Pick up weapons to use against your enemies.

Above: Take a look at this rogues' gallery! These guys (and gals!) are the toughest hombres on the street. They're mean, moody and many!

## Mat gasps... *'ARCADE QUALITY'*

What can I say? Sega have really out-done themselves this time. *Streets Of Rage II* is an absolute stunner! Massive sprites, t'rrific action and incredible speech have blended together. The result is a game that will make Nintendo owners weep!

For a start, the options allow you to tailor the game to your own specific tastes. One- or two-player? Beginner or expert level? Full battle or duel? No problem.

This game has it all: great graphics, sound and playability. I guess I oughta find something to moan about, though. Wait a second, I can't!

As far as I can tell, this 16 Meg monster's the closest to pure arcade action MD owners are going to get. And you can forget comparisons with *Street Fighter II*. *SOR II* can be played as a one-on-one fighting game or as a scrolling battle game. The choice is yours!

The four characters have some neat moves (take a look at Axel's flaming dragon punch — it's awesome!) and they're not too difficult to activate, either. All four fighters are as good as each other and mastering their moves is where the real fun lies.

This is such an awesome game. Even if you're not a fan of beat-'em-ups, give this one a whirl. It'll knock your socks off!

**MAT 93%**



## Paul exlaims... *'STONKINGLY BRILLIANT!'*

It's finally here! The first 16 Meg cartridge to grace the MD! And what's the question on everyone's lips? *Is it any good?!* The answer is an emphatic 'yes'. In fact, 'good' doesn't do the game justice — 'stonkingly brilliant' are the words that spring to mind.

*Streets Of Rage II* is possibly the best MD game to date and *definitely* the best beat-'em-up on *any* console (don't you dare mention *that* SNES game — not yet, anyway!).

So why's it so good? Just look at the graphics and animation, and after you've gasped and wowed a bit, lend an ear to the funky soundtracks and bruising FX. Finally, when you've taken as much aural and visual excitement as is humanly possible, choose a character and play it!

*Streets Of Rage II* plays fantastically. All the moves are impressive to look at and easy to execute (unlike a certain game I could mention), and in traditional *SOR* style, there are loads of weapons to grab. Mind you, with loads of throws and special moves, who needs a two-foot length of piping?!

The sheer size and variety of baddies means that completing the game will take quite a while. With three difficulty settings, *Streets Of Rage II* is no pushover, and when you're bored, grab your mate and beat ten tons of... crap out of him in a duel! What could be better?

So pick up your joypad, phone up your friends and get ragin' 'cos *SOR II* is the best thing to happen to MD owners since the rise of a certain blue hedgehog. It's the hottest release of '93 and set to become a classic. As actions speak louder than words, all that's left to say is *Streets Of Rage II* is totally fantastic!

**PAUL 95%**

Above: Once again, the bad guys lie broken and battered. Axel and Blaze have wiped the floor with these villainous scum and proceed to the next stage.

Above: Near the end of the game, the heroes find themselves riding a lift to meet *Mr X*. Fighters drop down to take you on. Keep both sides covered.

Above: Look at the size of that thing! As the heroes battle through the city, they encounter all kinds of weird creatures. Inside the fun fair are mist-covered corridors. Reach the end of the level and take on this monster!

There are eight challenging levels to tackle in *Streets Of Rage II*. Each section has its own obstacles to tackle, including vicious thugs out to get ya! Use all your fighting skills and special moves to flatten the bad guys.

## AXEL

In the original *Streets Of Rage*, Axel and his partners, Adam and Blaze, managed to rid the city of *Mr Big*. This time, Adam has been kidnapped by the evil *Mr X*. Desperate to rescue his friend and save the city, Axel has learned some new fighting techniques.

**ENERGY PUNCH**
Press the direction you're going in twice and [A].

**DRAGON FIST**
Button [A] triggers this attack. It also drains your energy if it hits.

**DRAGON PUNCH**
Move in close and press [A] for this multiple attack.

## BLAZE

This tough girl's back in action to find her old friend, Adam. Like Axel, she's trained hard in the last few years and has an impressive array of special moves. She knows that if she and her partners fail, the city will fall into the criminals' hands for good. And we don't want that, do we?

**LASER KICK**
Button [A] causes Blaze to perform a powerful back flip. This inflicts loads of damage.

**POWER BLAST**
Press the D-pad twice and [A] to send out an energy wave. Deadly up close and at a distance.

**THROW**
Grab a bad guy and press [B] to throw 'em.

Above: Whoops! Skate's about to get his whiskers singed by that fat bloke. Wait for the fire-breather to pass you by then whack him. They usually appear in pairs on either side of the screen. Get rid of one, then the other.




Left: After a long trek through a criminal-infested ship, Axel and Blaze reach a tough end-of-level guardian. R Bear is a manic ex-boxer who packs a mean punch! As well as a long reach, he has a nasty head butt. Keep your distance and hit him with energy attacks. When he moves into the corner, he charges.

## LETHAL WEAPONS 4

NINJA BLADE
These razor-sharp weapons are often carried by ninjas. Pick them up and get in close to cause maximum pain!

KNIFE
A standard weapon found throughout the garbage-infested streets. Can be held or thrown.

PIPE
Very handy for tackling the bad guys from a distance.

SWORD
Also carried by ninjas. The Samurai sword can cut through solid metal!

## MAX

Originally trained as a wrestler, Max has been contacted by his old friend, Axel. Eager for a fight and wanting to help clean up the city, he's joined the others in their mission. He may be a mountain of muscle but he can move quickly if he has to. A vicious fighter when trapped.

SHOULDER CHARGE
Press the D-pad twice and button [A] to perform this.

SLIDE ATTACK
A useful skidding attack.

SPINNING FIST
Button [A] causes the wrestler to spin around, sending the bad guys reeling.

Above: *Biker Grove* was never this violent! Jump and kick to knock the men flying.

## SKATE

He may be just a kid but this guy's been brought up on the tough city streets. Skate is, in fact, Adam's brother. Before being kidnapped, Adam had been training Skate to be an even tougher fighter than himself. With roller blades on his feet and anger in his eyes, Skate wants blood!

HEAD BUTT
Activate this cool move by skating toward a bad guy and pressing [A]. This manoeuvre takes tons of energy of their life meter.

BACK SPIN
This is Skate's best move. Press button [A] to send him to the floor with his legs spinning. Best used if you're stuck in a big bunch of enemies. Get down!

ENERGY SPIN
Jump in the air and press button [A] to send Skate crashing down on his opponents. This move can be tricky to activate but it's worth it!

Above: Blaze vs Blaze? Yep, in *Streets Of Rage II*, you can pit the same players against each other. Win two rounds and you're the champion.

Left: Take that, sucker! Max dishes out some hard-hitting action while Skate waits on the right. The bad guys drop in from above to get 'em.

## SF Rating

**89 PRESENTATION**
● Options let you change the difficulty setting, lives, continues and players

**92 VISUALS**
● Massive sprites, blinding speed. Special moves are impressive, smooth parallax

**90 SONICS**
● Brilliant background tunes, bone-crunching sound FX and superb sampled speech

**93 PLAYABILITY**
● Responsive controls give access to special moves without much trouble

**89 LASTABILITY**
● Various difficulty settings give a lengthy life, continues ensure a low frustration level

**93 FORCE**
● Sega have come up with the goods! Wipes the floor with *Street Fighter II*

● PRODUCER: SEGA
● MD: OUT NOW
● PLAYERS: 1-2 ● PRICE: £44.99

**It's fatal, it's furious and it's the latest beat-'em-up from the land of the rising hi-fi! With an automatic turntable and surround-sound speakers, this game has seriously cool specifications! But has it got the sheer power to cut the mustard?**

If there's a job to be in these days, it's got to be streetfighting! There are literally hundreds of job opportunities for the right kind of person. Most of the jobs require standard fighting skills, you know the kind of stuff — black belt karate, tenth dan judo, 25m swimming badge!

As well as these basic talents, a working knowledge of the occult and the ability to harness the powers of nature are essential. Y'know the sorta thing — flames from the fists, hurricane-force kicks. In this line of work, you've gotta be more than good, you've gotta be *great*. If you ain't, you're dead meat!

Now if you were to take part in a championship to become King of the Fighters, you'd better be *really* good at *all* of the above, 'cos this is so fierce and competitive it's earnt the title of Fatal Fury!

*Fatal Fury* is fought between eight guys, each fighter with their own style of combat and four special moves. You can take control of one of three fighters in a one-player game and *any* of the eight in a two-player head-to-head match.

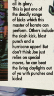
When you start the game, you can size up the opposition. God they're ugly!

They come in all shapes and sizes, from a two-ton Captain Chaos lookalike right down to a four-stone arthritic Chinese person. Each fighter has to be approached differently — you can't use one move to complete this game (unlike some we could mention).

So get ready to take up the challenge and fight through city, sewer and slum. The reward for defeating all the competitors is a chance to fight the head honcho himself (gulp!).

If, by some quirk of fate, you beat him, you claim the throne and the title that goes with it: arise, the Duchey of Tipton! (NOT!)





Joe's tiger kick shown in all its glory. This is just one of the deadly range of kicks which this master of karate can perform. Others include the slash kick, blast punch and a hurricane upper! But don't think Joe just relies on special moves, he can beat the living daylights out of ya with punches and kicks!




ANDY BOGARD: Andy packs his punches with speed and power. His special moves are laced with lethal strength.

DUCK KING: The King likes to use his head a lot so expect loads of head butts and cannonball attacks.

JOE HIGASHI: Joe's special moves are devastating kicks. His tiger kick brings anyone to their knees.

MICHAEL MAX: With a cauliflower ear and bulbous nose, Max uses his boxing skills and turns them into special moves!

## Mat chuckles... *'FRANTIC FIGHTING ACTION!'*

This may not be a 16 Meg cartridge but you can bet the action's fast and frantic! Sega have taken yet another step into the world's fighting arena and come up with an absolute corker!

Unfortunately, as with *Power Athlete*, the similarities to *Street Fighter II* are a little obvious. Players choose various characters, each with special moves, and smash each other up in two or three rounds. It's all been done before.

But Sega have added a few neat touches of their own. In one-player mode, you can only pick from three fighters yet a two-player game lets you choose from all eight warriors. With so many characters, you'd think movement would be slow and special powers naff. No way! These dudes are fast and mean! Each packs a nasty punch!

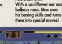
The strangest thing is that you can't pick from more characters in one-player mode. This would definitely have made *Fatal Fury* a lot more interesting, as more characters mean more variety and depth.

Apart from that, *Fury* can't be faulted. The main sprites are massive (Raiden the wrestler is one big mutha!) and figuring out the special moves is no problem. Expert fighters should find it a tough enough challenge and beginners will get the hang of it in no time.

*Fatal Fury* get's a big thumbs-up from moi! Congrats on a smart game, Sega!

**MAT 80%**







Above: With hair as blond as Paul's, these dudes are as cool-looking as they are fighting! The power wave energy bolt and classic shot punch are these guys' most effective moves!




Above: You fat bast! Look at the size of these big mommas! It's a wonder they can move, let alone fight! Because of Raiden's weight his special moves tend to be rocket jumps and a poison fog spray, as the gentlemen above demonstrates.

## Paul panders... 'GUT BUSTING'

Let's get one thing straight: *Fatal Fury* should not be compared to *Street Fighter II*. There have been loads of rumours that this game is Sega's answer to the SNES blockbuster. That may or may not be true, but you have to judge *Fatal Fury* on its own merits, and as a one-on-one beat-'em-up it's pretty good.

The fighters are nice and big, wearing colourful clothes and packing really mean moves. The sound isn't too bad, either, with a suitably atmospheric title tune and some gut-busting in-game FX.

Gameplay's well above average. When loads of punches fly at the same time the action slows down a bit, but it doesn't make it any less playable.

One gripe is that all console-controlled players can perform their special moves without thinking; us humans, on the other hand, have to press a combination of directions and buttons to execute a special move.

Some moves are easily done, others are right buggers. While you're concentrating on a double-roundhouse flying cartwheel kick, your opponent's beating the crud out of you with just normal kicks and throws! This gets frustrating at times but you could argue it makes *Fury* more difficult to master and therefore more enjoyable.

*Fatal Fury*'s a decent beat-'em-up with enough action in both one- and two-player modes to give it a long shelf life. You'll probably play it more for the two-player game but who cares? As long as the kids are having fun, that's all that matters, innit?!

**PAUL 78%**

**RAIDEN:** Raiden is mysterious and deadly. With a poison fog breath and rocket attack, he's a guy to avoid.

**RICHARD MEYER:** Spinning attacks are Richard's speciality. If you ask him nicely, he'll show you some of them!

**TERRY BOGARD:** Tezza has a wide variety of special moves, ranging from an energy bolt to a fierce rugby tackle!

**TUNG FU RUE:** Ancient Chinese magic is put to good use by Tung. Annoy him and it's not only his anger that grows!

Left: You've got Joe Higashi really mad! He's using one of his special punches to keep you at arm's length and stop you attacking him. Let's face it, only a fool would try to take Joe on when he's dishing out this many punches! Mind you, your spider kick might let you jump over Joe's flying fists so you can start giving him a taste of his own stuff!

Above: Richard Meyer's demonstrating how to perform a spider kick and his opponent's well impressed. In fact, he's that stunned at Richard's skills he's fallen over!

Above: As you can see, there are loads and loads of special moves for all the players. The funny thing is, the instruction manual doesn't tell you how to do them! So at the start it's mainly trial and error. However, once you master the moves you're ready to tackle the opposition.



## FORCE CONTROL

- + Use the direction pad to move your player around the screen. The D-pad can also be used, with certain buttons to activate special moves.
- A On its own, button [A] activates most of the punch moves. Special moves are also triggered with this, although they need to be mastered.
- B For all characters the [B] button's used to perform kicks. As with the punches, the D-pad can also be used for powerful attacks.
- C Most of the fighters don't make use of this button. However, Michael Max and Duck King use it to throw opponents.

Left: Tung Fu Rue must've overdosed on vitamins! Just look at the size of him — gigantic or what?! He may be a bit puny when he's in his OAP state, but let him change into the huge hulk that is his alter ego and he can throw fireballs from his feet and hands, no problem! Don't rile him!

Above left: Those three guys at the top are the three fighters you can choose from when you play a one-player game against the Mega Drive. When you choose a two-player game, all the fighters (except the last one) can be used and it's worth it just to see their special moves, which are well impressive!

Left: Richard Meyer demonstrates his mastery of the flying kick but Joe Higashi has sussed him out, he'll keep his head down for a while and then whack Joe when he lands!

Above: He's out for the count and Andy's already celebrating! Actually, that jump isn't for joy, it's a special move that knocks the stuffing out of your enemy!

Above: Terry and Andy Bogard might well be brothers, but when they face each other there's little love lost! Shame, really, brothers should be close to each other!

Above: That green guy with his back to you is Tung Fu Rue! How come he's that big, you ask? You'll have to find out for yourself. Needless to say, he's well hard!

## SF Rating

| | |
|---|---|
| 76 | **PRESENTATION** ● Options screen, choice of characters and a cool sound test! |
| 78 | **VISUALS** ● Big characters and loads of colour. Action slows down a bit when there's a lot going on |
| 76 | **SONICS** ● Funky tunes and electrifying speech accompanies special moves |
| 71 | **PLAYABILITY** ● Special moves take time to master but once sussed it's easy to play |
| 84 | **LASTABILITY** ● The computer proves to be a worthy opponent. The two-player option's brilliant |
| 79 | **FORCE** ● One of the better beat-'em-ups we've seen |

● PRODUCER: SEGA
● MD: APRIL
● PLAYERS: 1-2 ● PRICE: £39.99




Left: Each level in *Chakan: The Forever Man* is set in a dark and sinister world. Into this nightmare land tumbles the warrior priest, Chakan. He's spent years honing his fighting skills by battling evil. After beating Death himself in single combat, Chakan has found himself to be immortal. He has vowed to destroy all evil!

**Who wants to live forever, eh? Apart from the 'perfectly sane' Michael Jackson? Chakan doesn't, but Death himself has cursed the poor priest!**

# CHAK

As a young man, Chakan, an ancient warrior priest, devoted his life to destroying evil. His name was feared throughout the world by those who worshipped the dark side.

Although he was a mighty warrior, Chakan was also extremely arrogant. He feared nothing and often boasted of his many victorious battles to those who would listen.

After a series of conflicts across the globe, Chakan decided he was ready for the fight of his life: he would challenge Death himself to a duel. The battle raged for days. Finally, a victor emerged. It was Chakan!

But he the battle d cost him dearly. Chakan was condemned to eternal life. Relief from his immortal torment would only come if he rid the Earth of supernatural evil.

His mystic quest would take him to the four corners of the globe and through space and time itself. Along the way he would encounter horrors he could never have imagined. Only by defeating all that is dark in the universe will he be free to die.

This Sega offering sees the player as Chakan, The Forever Man. Gameplay's platform-based and set across eight mystical levels.

Chakan starts in his sacred temple and enters portals to reach different levels. Once there, he has to destroy all the creatures he encounters and find the exit.

On his journey, he collects various potions which are mixed to create magic items such as flaming swords, an energy shield and even a teleport. Different combinations of potions result in different effects.

Using all the weapons at his disposal, Chakan must destroy evil once and for all!

Above: Pick up potions and use them in various combinations to produce stunning effects, such as flaming swords and teleports.

## Paul hums... *'BORING'*



**What's this game about then, lads? Fighting death and being sentenced to an eternity of pain and suffering. Just the kind of thing you want to play when you're feeling depressed!**

***Chakan*'s plot is as depressive as its gameplay. While the graphics and sound are very nice, the game itself is totally boring! All the levels play and feel the same, except for cosmetic changes.**

**If you strip *Chakan* down to its bare roots, you find simplistic platform action at its most tedious! I'm not exactly the founder member of the platform game supporters' club and couldn't bring myself to play it for any real length of time.**

**Yes, the potions being concocted are a nice touch, as are the spinning jumps and swirling swords which Chakan wields with consummate ease. But all of this doesn't disguise what is, after all, a very dull game indeed.**

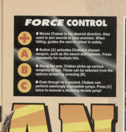
**Sorry, Sega, but your death-bashing hero does absolutely nowt for me — except send me to sleep! *PAUL 56%***

Right: One of the portals leads Chakan to an old and battered castle. Here he has to work his way to the top of the battlements to find the exit and complete the level. These massive monsters are the guardians to various doors and items. They take loads of hits so it's a good idea to drain their energy with a potion. Once they're defeated, the way forward is clear. There are other hideous creatures to beat on this section!



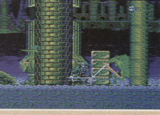


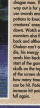

Chakan is a skilled warrior. He's been trained in the use of all bladed weapons and always carries two ancient swords. Use the D-pad to slash in the direction of your enemy.



## FORCE CONTROL

- ✚ ● Moves Chakan in the desired direction. Also used to aim swords at your enemies. When falling, guides the warrior priest to safety.
- A ● Button [A] activates Chakan's chosen weapon, such as the sword and hammer. Press repeatedly for multiple hits.
- B ● Along the way, Chakan picks up various weapons to use. These can be selected from the options screen by pressing [B].
- C ● Even though he's ancient, Chakan can perform seemingly impossible jumps. Press [C] twice to execute a stunning double jump!





Left: Each section has its own obstacles to overcome, such as this dragon man. The only way out is for you to use swords and potions to knock the creatures' energy down. Watch out! The monsters also fight back and although Chakan can't actually die, his energy loss sends him back to the start of the game. The skulls on the top right of the screen show how many times he can be hit. Potions can increase hit points to full again.

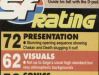


# The Forever Man

Above: Chakan makes his way through an eerie cavern. Stab the scuttling spiders and beware of the creatures lurking on the ceiling. They take loads of hits but your path is blocked until you remove them.



Left: Chakan struggles with a medieval umbrella! In some levels there are extra weapons to pick up, such as this battle hammer.



Above: Sometimes Chakan has to make a leap of faith. Guide his fall with the D-pad.

## Mat mutters... *'A BIT OF A DISAPPOINTMENT'*

Now let me get this straight. In this game you play a warrior priest who's got to get himself killed? *Chakan, The Forever Man* is certainly one strange cookie!

In most platform games, you use all of your skill to get a character through the game safely. *Chakan*'s the other way round. You still have to battle through each level carefully yet you can't die. Instead, you find yourself warped back to the main start screen. Damn frustrating!

You immediately notice how moody the whole game is. Dark passageways are navigated, murky swamps hide unknown terrors and castles are sinister and foreboding.

Moving around the levels can be quite tricky; the controls aren't exactly user-friendly. Performing jumps to land just where you want isn't the easiest thing in the world. Fighting monsters is no easy task, either. Get too close and you're dog meat, too far away and you're a useless berk!

Graphically, *Chakan*'s a bit of a disappointment. Sega appear to have been a bit lazy as far as the look of the main character's concerned.

This might have been a great game a few years ago but things have moved on. What had the potential to be a thrilling supernatural platform game comes across as lukewarm. Not bad but not brilliant.

**MAT 67%**

## SF Rating

**72 PRESENTATION**
● Stunning opening sequence showing Chakan and Death slugging it out!

**62 VISUALS**
● Not up to Sega's usual high standard but very atmospheric backgrounds

**58 SONICS**
● Moody background music adds to the chilling feel but it's all basic stuff

**60 PLAYABILITY**
● Controls aren't responsive enough, jumps are awkward to control, jerky sprite movement

**70 LASTABILITY**
● Levels are massive and take concentration and skill to get through. Infinite continues

**62 FORCE**
● Sega could've had another winner but it's let down by poor graphics and gameplay

● PRODUCER: SEGA
● MD: OUT NOW
● PLAYERS: 1 ● PRICE: £39.99

MEGA CD **Reviewed!**

# CLASSIC ARCADE COLL…

**Fancy building up your Mega-CD software collection quickly? How do four games on one handy disc strike you? Take a look at what's on offer.**

If you glance through the pages of this very issue, you'll see a review for *Streets Of Rage II*. The original game, now on CD, is already starting to show its age. Pick from three main characters and battle through a crime-filled city. This time, though, the music and speech is CD-quality.

## GOLDEN AXE

No, we didn't miss off the '*2*', it's the original *Axe* of yesteryear. A horizontally-scrolling hack 'n' slash, you become a barbarian, warrior woman or dwarf and go in search of the sacred Golden Axe!

Kicks, throws, shoulder-charges and a variety of deft sword swipes are at your disposal as trolls, skeletons and ogres attack from left and right.

None are as irritating as the 'orrible elves, but give the little swines a thwack and they drop a potion. The more you collect, the more powerful your fiery 'magic smart bomb'.

Between levels, you settle down in front of a cosy campfire (honest!). But the vile elves return so give 'em a boot and boost your magic before continuing your quest. Cor, doesn't it drag-on?!

## COLUMNS

Sega's answer to the famous *Tetris*, in *Columns* you match gems into lines, rather than slot shapes into gaps. The coloured gems fall in groups of three and disappear when three or more match up, making room for further columns of gems.

It sounds tricky, but the fact you can rearrange the gems as they fall means you soon clear space and amass points. If anything, *Columns* is too easy, but a two-player head-to-head game spices it up.

## STREETS OF RAGE

Street-thuggery antics a-plenty! There's yet more in the sequel (see page 34) but you'd better clean up here first.

A crime boss, Mr Big in name and nature, has taken over the city! And it's up to you (and a friend, if you've one bold enough) to clean up the streets!

Kick, punch and smash your way through the levels — and the street punks who leap on you! Take a leaf out of their book and indulge in a little vandalism — trashing special objects (eg, phone boxes or barrels) reveals bonuses or weapons, which sometimes lie unattended on the ground.

Lanky end-level bosses stand between you and Mr Big himself, but you have the aid of a cop true to his badge. When summoned, he screeches up in a squad car and fires a rocket launcher at the enemy. A pity he doesn't hang around longer!

## REVENGE OF SHINOBI

Joe Musashi's back to combat the evil of the Orient! All his ninja skills and new-found magic powers are needed to traverse tough, enemy-packed levels.

Armed with a limited supply of shuriken, Joe also deals out sharp kicks to the shins when enemies are nearby. Electric, fire, explosive and multiple-man magic gets you out of a tight spot... and there are plenty of those in this game!



### Paul moans... *'DOESN'T SHOW OFF THE CD'*

Before you get excited, let me tell you this CD does *not* contain revamped Sega classics: it's a collection of old games with extra CD sound, a nice intro and options screen. In the States, Sega opted to bundle this CD with the machine itself. A wise decision. *Classic Arcade Collection* is hardly the sort of release to knock the socks off Mega Drive owners, let alone Mega-*CD* owners. There's nothing wrong with the games, save for the fact they're all old enough to draw a pension!

*Golden Axe* is a classic in its own right — except for some reason Sega have taken out the two-player option! It stood out from the crowd because of the good two-player action it offered. As it is now, it's just another mediocre beat-'em-up.

*Streets Of Rage*, on the other hand, is the beat-'em-up standard by which others are judged, but all Sega have done is add some sampled speech (at least the two-player option's been left in!).

*Columns* is boring as hell and *Revenge Of Shinobi*'s... just *Shinobi*, isn't it? Not the most inspiring games to launch a new product. Hopefully, another game or two will be added to the UK Mega-CD package.

A good CD to buy if you haven't played any of its games. If you have, it's a major turkey.

***PAUL 60%***




Above: Ancient action and elven excitement await you in *Golden Axe*. Unfortunately, it's for one player only.

## Warren admits... *'NICE IDEA'*

'Classic' is a word often used with casual regard to reality; it's certainly an inadvisable term to associate with *Golden Axe*, *Columns* and *Revenge Of Shinobi*. But *Aging Arcade Collection* doesn't have quite the same ring to it, I suppose.

True, *Golden Axe* is a nifty coin-op conversion. But it was in the first wave of MD releases and we've all come a long way since then. Without the two-player mode, it's pretty forgettable (what is?! —Ed).

I've never liked *Columns*; those brightly-coloured gems leave me cold. Rearranging them in mid-flight's nowhere near as fun as rotating *Tetris*'s shapes and slotting them into position. It's got heaps of options, though, so puzzle fans will find plenty to keep them happy, particularly if they've a like-minded friend.

*Revenge Of Shinobi* was impressive in its day and still has plenty to offer. Trouble is, it came before the enlightened age of gradually increasing game difficulty. The first level's okay but from then on it's *tough*; you've got to practise a *lot* to progress much further.

The sequel's wowing punters at the moment but original *Streets Of Rage* is well worth having, too. It's the star of the package and has been raved about many times before, so all I'll say is I love it!

The games work out at about £11 each and having them on one CD rather than four carts is convenient. However, as most MD owners own or are familiar with some of them, there won't be many of you clamouring for this disc. A nice idea, Sega — try it again with better, revamped games. **WARREN 71%**

Above: The two-player option in *Columns* is loads of fun! You and a friend (or the computer) compete against each other in a race to reach the highest level.

Above: Joe 'Shinobi' Musashi's armed with throwing blades to start with but can pick up extra weapons as he goes. The evil ninjas appear seemingly from nowhere. Strike them quickly and keep on the move at all times.

Above: *Columns* is a puzzle game loosely based on *Tetris*. Guide the coloured gems to the bottom of the screen and try to make lines of three blocks or more. The blocks can be flipped so that they land on a certain colour.

Left: When the action gets too hot to handle in *Golden Axe*, use your potions to destroy everything. Collect magic potions from elves.

Left: *Streets Of Rage* is a classic Sega game that's perfectly at home on this compilation CD.

Right: Although *Super Shinobi III* is due out soon, the original's still a great game. The *Classic Arcade CD* is being bundled in with the Mega-CD in Japan.

## SF Rating

**67 PRESENTATION**
● Standard difficulty level, sound test and control options, plus many more in *Columns*

**70 VISUALS**
● Great boss sprites and animation in *SOR*, flashy FX in *Shinobi*, functional elsewhere

**65 SONICS**
● Though on CD, the soundtracks and FX are standard MD, with a few extra bits of speech

**77 PLAYABILITY**
● *Shinobi*'s tough, *Columns* unexciting, single-player *Golden Axe* bleak. *SOR*'s tops

**68 LASTABILITY**
● *Streets Of Rage* and *Shinobi*'s challenge are all you'll return for

**66 FORCE**
● *Streets Of Rage* adds life to a disappointing CD. Okay as an instant game collection

● PRODUCER: SEGA
● MD: IMPORT
● PLAYERS: 1-2 ● PRICE: £42.99






**The SF Deadheads are often referred to as 'those cheeky, cheeky boys'. But there's more than fun 'n' frolics here — it's a challenge-and-a-half!**

In a far-off kingdom, many moons ago, there lived the peaceful people of Alulu (descendants of the Acillablack tribe? —Sub Ed). For centuries, this land was a paradise. The sun always shone, the people were happy and everyone lived in harmony.

One day, disaster struck. Evil had somehow invaded this living heaven and darkness descended on the land. Monsters and hideous creatures attacked cities, mighty ships were wrecked and armies destroyed.

Worst of all, the legendary 'Dragon Blue Eyes' stones were lost! These fabled gems were said to safeguard Alulu and without them, evil forces would control the land forever.

Only two powerful warriors can stop these terrible monsters: The Chiki Chiki Boys! Abandoned at an early age, these twins are about to fulfil their destiny, for only a fighter with a pure heart and will of iron can combat powers as dark as these. Go to it, lads!

*Chiki Chiki Boys* was a smart Capcom arcade game better known as *Mega Twins* and Sega have converted it to the MD. The only difference is the two-player game's missing.

The action's platform based and sees the twins battling their way through four colourful levels in an attempt to rescue the 'Dragon Blue Eyes'. You can pick your twin and there are three difficulty settings to choose from.

Enemies are thick and fast but a swift stroke of the sword reduces them to a glistening gold coin. Collect the coins and trade them in for extra weapons and magic. You only have one life but extra continues can be purchased from a handy shop. So get ready for some wacky cartoony action in Capcom's latest MD romp!

Left: Chiki Chiki Boys is an excellent platform game that combines colourful graphics with some imaginative gameplay. Based on an arcade game by Capcom, this story is set in a magical kingdom far away. An evil Wizard has attacked the land and now none are safe. Use the Chiki Chiki Boys to save the kingdom!

It's the heroic Chiki Chiki Boys! They're out to get the girl, kill the baddies and save the planet!

Defeat the bone-headed guardian later on and catch his helmet. Your reward is a multitude of golden coins — very useful for buying extra weapons.

Above: Guide the magical cloud up through the air, collecting coins as you go. Pick up all the coins on this section and you receive a whopping points bonus.

Above: Deep in underground caves, the Chiki Chiki Boys battle the forces of evil. The twins climb walls to collect bonus items or escape vicious creatures. Try smashing inanimate objects to find hidden items.

### Ade cackles... *'ONE OF THE BETTER PLATFORM GAMES'*

If you wanna know whether a platform game hits the mark, I'm the man to ask! *Chiki Chiki Boys* is fantastic! It's not the slickest romp I've played but it's colourful, fun, decidedly tough in places and has plenty of options and hidden extras to keep you playing.

Firstly, the graphics. There's plenty of variety, loads of smaller monsters to oust and some smart end- and mid-level guardians. The sprites ooze colour, move well and some of the backdrops are animated, too, particularly during the underwater levels (see maps on page 62).

Grab as many coins as you can, that's the knack to *Chiki Chiki Boys*. Just keep thrashing that sword of yours and catch the dosh. Check every nook and cranny. There are coins and chests hidden in the most obscure places!

Buying weapons and power-ups in the shop is quite rewarding. Purchase the sword as soon as you can and extra lives when you need 'em.

Most level's are pretty tough but there are three difficulty settings. Easy mode's a sort of training section: you're only allowed to play through the first few stages of the game. For a lengthier outing, select the Normal option.

*Chiki Chiki Boys* is definitely one of the better platform games. The great graphics, smart FX and well above-average gameplay make it a winner in my book. Love it! **ADE 82%**




These lads can travel anywhere! With snorkel and mask, they venture deep underwater in their search for the sorcerer and the fabled Dragons Eye jewels.

Above: Time to swim straight into the jaws of doom! Wait for the fish to appear and destroy the flashing red nose. This gains you access to an underwater cave.

Above: Leap over the spikes to safety then whack the green beans. Hidden on the top platform is a secret chest. Smash it open and make off with the coins inside.

Above: The origin of the Chiki Chiki twins is not known. They appeared on the day that the kingdom was threatened and have vowed to rid it of all evil forces!

Left: Trapped between a rock and a hard place! Wait for the yellow spiked walls to slot into place and then swim between them. Sometimes it's a tight squeeze so pixel-perfect moves are required. Can you handle it?

Complete the first section and have a chat with this gorgeous chick!

The kingdom is split into four main sections. Each section has two or more parts to complete. The fifth square is the location of the wizard's castle!

## BOY! WHAT EXTRAS!

**CHEST**
These contain various items that help the Chiki Chiki Boys on their quest. Usually packed with coins.

**RED PILL**
Increases your life energy by half a bar. These can prove invaluable when fighting a massive foe.

**BLUE PILL**
Returns your life energy to full power. Both this and the red pill can be bought from the shop.

**EXTRA CONTINUE**
These are a must-have. You start the game with two continues but lose one when you die.

**SWORD**
Collect coins from dead creatures and use them to buy more powerful weapons such as this.

**SHIELD**
Purchase another shield and the amount of energy drained off you when you're hit is reduced.

**PEARL**
These should only be used in extreme circumstances. They wipe everything out and damage bosses.

## Mat chuckles... *'TONS OF FUN!'*

We'll have to wait for MD *Street Fighter II* but Capcom have other excellent games up their sleeve! You might remember this smart platformer from the arcades a few years ago. The good news is the basic game's intact, minus the two-player option.

*Chiki Chiki Boys* (sounds like a dubious art pamphlet!) is thoroughly enjoyable. For a start, the sprites are large and colourful, each level's very cartoony and both twins are well animated.

You notice straight away that *Chiki Chiki* looks and plays a lot like *Wonderboy*. This is no bad thing —both games are t'rrific platform romps.

The screenshots may make you think it's for kids. Don't be deceived! This is one tough cookie: even on Easy level, it proves a challenge for hardened gamesplayers.

On the downside, there's no password system and the lack of continues means you're constantly sent back to the start screen. Continues can be bought but it's a better idea to save your pennies for smart weapons and magic. The four types of magic are best used against tough bosses.

Although there are only four levels, this game should take you at least a few days to finish. Those *Chiki Chiki Boys* are a hit in my book!

***MAT 84%***



## CHIKI CHAPS

**CHIKI CHIKI BOY**
This is the standard charcter. He can leap up walls and duck down low. Armed with a sword and shield.

**FLYING CHIKI**
With the help of this handy headgear, the twins can soar through the air like birds!

**SEA CHIKI**
Donning goggles and snorkel, the wacky pair dive to the bottom of the ocean in their quest.



Fiery fiends and flaming jets are the order of the day in this section! Leap up through the openings in the floor and smash the gargoyles. Watch out for bats that swoop down from the ceiling. There's also the added danger of spears. Tricky!



Above: Ride the magic cloud to the top of this sky base. Collect all of the gold coins on this section to recieve a healthy points bonus. Reach the top of the level and avoid the swinging arm. Get rid of the green beans to finish this section.

The Chiki Chiki Boys travel through some very strange places on their quest.

The red fairy offers you advice and even extra magic sometimes.

The Chiki Chiki Boys have a rumble in the jungle! This is a short level but a useful one. Battle through until you can see the exit. Stand your ground and whack all the creatures that pass by. Pick up the coins they drop until you get a load of 'em. Head to the exit and spend your dosh in the shop. The best coins in this section are located high up in the trees. Use the platforms to reach 'em, then find a shop and spend, spend, spend!



## SF RATING

**80 PRESENTATION**
● Options screen to alter difficulty setting and control set-up, continues available

**84 VISUALS**
● Smart cartoony graphics: characters are cute and backgrounds are simple

**67 SONICS**
● Decent music with lots of spot effects thrown in for good measure

**86 PLAYABILITY**
● Main characters respond well to controls, levels are short but challenging

**89 LASTABILITY**
● If you complete the game on Easy, there are two other level settings

**83 FORCE**
● A cracking cartoon platform romp, proving once again how good Capcom are

- PRODUCER: CAPCOM
- MD: IMPORT
- PLAYERS: 1 ● PRICE: £49.99

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## TO BE THIS GOOD TAKES STANHOUSE ENTERTAINMENT




**Dive in the broom cupboard, dig out those Robert Crumb 'Keep on truckin'!' T-shirts (ask yer dad!) and polish up yer joypads! The proof's here: going round in circles CAN be fun.**

Look at these sleek little racers. Although the sprites aren't particularly detailed, they're smoothly drawn and animated and move at quite a pace! This one ain't too hot, though: he's clocking up an impressive 79 on the speedo but he's out of the running! He's two-thirds through the race, too, so hasn't much time to make it into the top three and qualify for the next race. Looks like it's time to panic!

# CHAMPIONSHIP PRO-AM

Remember the big plastic trucks you had when you were a kid? You could ram 'em into a wall, set them on fire, even throw 'em under a lorry and they'd come out of it without a scratch! Ever wish you could actually race those machines?

Now you can! Tradewest give you, Joe Average, the chance to climb into big bouncy trucks and tear hell for leather around 24 exciting tracks! (Great! —J Average Esq.) They're full of twists and turns, as well as the odd oil slick, puddle and steel barrier!

The object of the game's to finish in the top three of each race. Your vehicle's customised by collecting items strewn around the tracks. Turbo charge, higher top speed and better grip tyres are added if you drive over them.

But if your driving ability simply isn't good enough, collect missiles and bombs to fire at any truck you fancy blowing up! Hardly fair but good fun!

If you collect letters and spell CHAMPION, your truck's upgraded to a faster vehicle! Watch out, 'cos the five opposing racers upgrade, too!

If you finish outside the top three, you lose a continue, but every time you complete a race, a trophy's added to your cabinet. Win five gold trophies in a row and you earn an extra continue!

So climb into your truck and go for a quick trundle around the tracks. But remember to do it in the morning — after all, it is *Pro-AM* (Boom boom!) SF



## Mat beams... *'FAST-PACED ACTION'*

I have to admit I was a little worried when I heard *Championship Pro-Am* was coming in. It's based on an old NES game, and though a great one for its day, 1993's MD is a totally different kettle of fish. It's only 2 Meg in size, too, so I saw a naff racing sim on the cards.

Boy, was I wrong! This is a great game that really tests your skill as a driver. Yet there's more than just driving to get to grips with: half the fun comes from collecting weapons and blasting your opponents to pieces!

*Championship Pro-Am*'s annoying at first as the controls aren't exactly user-friendly. Steering is relative to the vehicle itself, so from the player's point of view, the left/right controls switch depending on whether the truck's on the near or far side of the track.

Once you've mastered the delicate steering, though, it becomes a lot of fun, even quite exhilarating — not bad for 2 Megs!

It's a good idea to collect extra tyres, weapons and turbo boosts on the early levels so you're prepared for later battles. The changing weather makes each stage a bit more interesting and tyre pick-ups become a must but most tracks have similar layouts and identical graphics.

With 24 different levels to race through, you won't finish this in a day! But when you do, it'll seem like you've been driving around the same few tracks, time after time.

There are a couple of problems: only two continues which is damn annoying and there's no password system. Apart from these, this is one cool racing sim. Give it a whirl!

**MAT 71%**



That's how to win a race! When you're approaching the finish line and want to improve your position, knock out the cars ahead with a well-aimed missile! This reduces them to molten metal and allows you to zoom past!




This chunky little number is the truck model you begin with. He's just passed a group of three arrows. Driving over these gives a burst of extra speed, handy when you're lagging behind, like this hapless driver!

## Paul reveals... *'LIMITED'*

Good racing games are few and far between on the MD. Most are serious affairs so when I picked up the *Pro-Am* box and had a peek at the screenshots, I thought, 'Ahh, a good car game at last!'

I was half right. Although *Championship Pro-Am* is loads of fun to play and nice to look at, it gets boring after a while.

Controlling your truck and blowing up other racers is a laugh for a few hours, but the tracks don't get much harder and the scenery's exactly the same. No matter how many races you progress through, it still seems like you're playing on the first level!

Another gripe is that whenever you drive over a turbo boost etc, it's not just your truck's improved — *all* of the other vehicles get the benefit, too! So what's the point of picking them up in the first place?! The only pickups worth bothering with are the letters, weapons and roll cages.

*Championship Pro-Am* isn't a bad game by any means and it's a step in the right direction. But it gets very tedious to play after a while and without a two-player option, lastability's severely limited. All in all, a good game let down by limited gameplay.

***PAUL 69%***

It's a good idea to ease off the accelerator when you go around tight bends or you might end up on the grass!

What a hero! This truck's steamed through to take first prize — the other five vehicles aren't even in sight!

The puddles slow your vehicle down so try to steer around them if possible.

## TRUCKERS TOOLS!

BOMB: Drive over this and you can drop bombs from the rear of your vehicle. Ideal for when another racer's hot on your heels!

SKULL: Avoid the old crossbones if you can. If you drive over a skull, you lose ammo which is vital in helping you win the race!

TOP SPEED: If you see this icon lying in the road, drive over it! It increases top speed, giving an obvious advantage over the others.

TURBO: The perfect add-on! Get this and you're faster off the mark, helping you take a commanding lead early in the race.

ROCKET: Smart weapon! If you're being overtaken all the time, get these and get your own back! Simply steer behind a truck and fire!

LETTER: This isn't a horse shoe, it's a 'C'. Spell out CHAMPION and you're onto the next phase of the game, with an updated vehicle.

ROLL CAGE: One of the better pick-ups. Roll cages strengthen your vehicle and make it more resistant to damage and those nasty time-wasting spin-offs

EXTRA AMMO: If you've taken a shine to a particular weapon but are running low on supplies, steer over this to top up reserves without changing weapon.

TYRE: These give the truck better handling around the courses so you hold corners better and find that faster racing line! Go for that chequered flag!

## SF Rating

**60 PRESENTATION**
● No options, but there is a record lap time table

**76 VISUALS**
● Nice, solid cars, smooth animation and bright, clear pickup graphics

**72 SONICS**
● Average title tune. Good in-game FX for skidding and crashing!

**75 PLAYABILITY**
● All the trucks are affected by oversteer so controls need to be mastered

**60 LASTABILITY**
● Fun for a while but boredom sets in quickly. The lack of two-player option doesn't help

**70 FORCE**
● Good at first but repetitive gameplay soon leads to boredom

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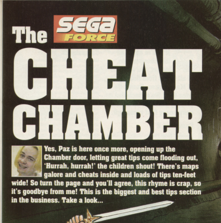
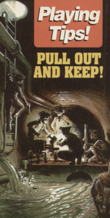
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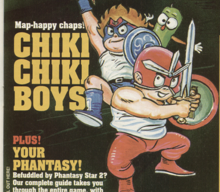
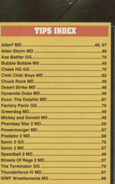



# The SEGA FORCE CHEAT CHAMBER

## Playing Tips!

**PULL OUT AND KEEP!**

Yes, Paz is here once more, opening up the Chamber door, letting great tips come flooding out, 'Hurrah, hurrah!' the children shout! There's maps galore and cheats inside and loads of tips ten-feet wide! So turn the page and you'll agree, this rhyme is crap, so it's goodbye from me! This is the biggest and best tips section in the business. Take a look...

Map-happy chaps!

## CHIKI CHIKI BOYS

## PLUS! YOUR PHANTASY!

Befuddled by Phantasy Star 2? Our complete guide takes you through the entire game, with mini-maps and charts, to boot!

PULL OUT HERE!

### TIPS INDEX

# MONEY TALKS!

**It's the third month of the year, and I bet you're all skint! No? Us Deadheads are! Mat's running his car on orange cordial 'cos it's cheaper than petrol, Ade's using lard as a hair gel substitute and Warren's stringing his guitar with chicken wire! If you're feeling the pinch and can't even afford a red nose for your milk float, jot down your cheats and tips and send them to Paz, then sit back and watch the fruits of your labour!**

'Tis the month of hares and bunny rabbits, and even I, Paz the unloved one, am feeling a smidgen of l'amour in my cold, pain-ridden heart. Usually it grieves me to give you lot £150 quid but for some strange, inexplicable reason, this month I've almost enjoyed writing the cheques! (Must have been the meat balti last week!)

And since I'm feeling so generous, I'll give three more £50 vouchers away next month if you lot keep sending in your tips and cheats. Send all your stuff to: THE CHEAT CHAMBER, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW. And don't forget to include a piccy with your stuff so we can display it in a prominent position for all your chums to see. Jolly hockey sticks, what!

I wasn't going to have a moan this month until I was deluged by letters claiming to have found the best tip in the world. 'What tip?' I asked myself. A secret level on *Sonic 2*, or perhaps a fish designer for *Ecco*?

No, better than that — a level select for *Sonic 1*! Bloody hell, fantastic tip... not!

So please don't send in any more *Sonic 1* cheats, the poor postman has a bad enough back as it is without that unnecessary weight!

**If you've got a map for one of the latest Sega games (doesn't matter how rough it is, as long as it's accurate), send it to us at The Cheat Chamber, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW. Watch our top design bod, IAN, turn your maps into something worthy of a place in these hallowed pages! Look what he's done with the maps opposite. Miniature masterpieces!**

## PICTURE THIS!

Hurray! We asked for piccies of yourselves and, lo and behold, we got 'em! This month's top tipster and media personality is **James Fenneberg** from **Corringham, Essex**.

He answered our cry for celluloid stills (photos!) and sent one of himself looking well hard in his rugby top! Apparently, Will Carling once used the same photo booth James is sitting in to tell the England squad he'd be late for the Grand Slam — his Skoda had broken down on the M6! Small world, innit?!

SEGA FORCE GAME FREAK! £50 AWARD

# DESERT STRIKE

**If you're stuck on this chopper epic, fret not. We've maps of all levels from Bob Black of Manningtree, Essex. He wins £50! We've included a playing guide for all but the easy-peasy first campaign.**

## Campaign 2

**Mission 1: Radar Sites** No trouble, just beware as there are some Rapiers as well as AAAs.
**Mission 2: Jail Break** Dispose of the artillery then the buildings. Pick up the four prisoners and drop them off at the nearest landing zone before attempting the next jail.
**Mission 3: Power Station** Carefully does it! It's well guarded so you need to make a few passes, picking off Rapiers and AAAs as you go.
**Mission 4: Chemical Factory** Relatively unguarded, you still need to waste a few Hellfires and Hydra. Don't forget the towers.
**Mission 5: Scud Launchers** Find the SCUD Commanders, who reveal the location of the launchers. You need to get five out of six launchers to complete the mission.
**Mission 6: Rescue POWs** Take out the watchtowers with a Hellfire and two Hydras. As you rescue the POWs, watch for the ZSUs that appear. Again, use a Hellfire and two Hydras.

## Campaign 3

**Mission 1: Rescue UN Inspectors:** Don't kill the inspectors; let your co-pilot do the firing.
**Mission 2: Biological Weapon Complex** Take out each building, watching out for the artillery arriving, and capture the scientists when they run out. It's best to capture them in fours and work from each corner to reduce risk.
**Mission 3: Underground Missile Silos** These are very hard to find but using the co-pilot's auto-tracking it isn't impossible. Use a lot of Hydras to destroy the silos before they fire.
**Mission 4: Pilots Lost At Sea** Protected by speedboats that need six Hydras to destroy, the old fly-by method should be used.
**Mission 5: Power Station** Not heavily guarded, but take out the Rapiers and AAA with care.
**Mission 6: The Madman's Yacht** Don't let more than five prisoners drown. Make sure you're not carrying anyone and approach the yacht. Destroy the AK-47 soldiers and take out the speedboats. Position yourself in front of the boat and fire. Rescue the prisoners, watching for incoming speedboats and more soldiers on deck. Pick up six and fly back to the landing zone, then fly back and rescue the other five.
**Mission 7: Capture Enemy Ambassador** A lot of heavy ZSUs, Rapiers and the like ready to pounce. Fly past a few times to check out the best way to attack, then take them out bit by bit.
**Mission 8: Embassy Rescue** Land your co-pilot at the embassy and let him take over. Fly off and destroy as much as you can. Destroy the doors in front of the bus and away it goes. Follow it closely. Protect the bus at all costs.









4

## Campaign 4

**Mission 1: Protect Oil Fields** Attack a few ZSUs head on. You'll suffer damage but if you get rid of four or five you can collect commandos and land them, replenishing your armour.
**Mission 2: Stop The Oil Spill** The pipelines are well protected so a fly-by is wise to choose the best approach.
**Mission 3: Bomb Shelters** Watch out for the ZSUs buried in the sand. Destroy the top and they'll be revealed.
**Mission 4: Bomb Parts** The madman's carrying bomb parts in the dump truck, but also using decoys with hostages inside the trucks. Check your status and targets. Trucks are drive around the city in the bottom right-hand corner of the map. You need five to be successful.
**Mission 5: Nuclear Power Plant** Take out the radar sites first. Destroy the cooling towers and the scientist's building then take care of the main reactor.
**Mission 6: Power Station** Destroy the two Crotales in front of the station then do nothing. Bring the other Crotales into view and they'll destroy the station for you. Easy!
**Mission 7: Presidential Palace** Well guarded but loadsa bonuses. You'll need a few fly-bys to make sure of finishing this. Drop off your co-pilot and prepare for a shock as he's captured.
**Mission 8: Nuclear Bomber** Watch your co-pilot and the madman enter the bomber. Fire at the middle of the plane and a hole appears in the roof. Your co-pilot walks out on the wing. When he's at the edge you can pick him up. Fire everything you've got and watch out for the ZSUs approaching. Fly away from the bomber to pick up more ammo, then fly back. You need at least two boxes of full ammo to blow up the bomber. It's tough but not impossible.

## BITS TO BLITZ!

RADAR: Easy to destroy. Guarded by Rapier missiles and AA sites.

AIRFIELD: Defended by missiles, AA sites and aphid carriers.

COMMAND POST: Many carriers and missile sites around these.

CHEMICAL PLANT: Watch out for tanks and heavily-defended sites.

POW CAMP: Concentrated enemy defences including watch towers.

POWER STATION: Crotales are as thick as flies round here! Watch out for Rapier sites.

ARMOUR REPAIR: Remember where these are and go to them when armour's low.

AMMUNITION: Use only when you're very low on Hellfires.

FUEL DUMP: When your fuel's in the yellow, tank up!

EXTRA LIVES: Grab 'em when you can: they're few and far between.

QUICK LADDER: A good thing to get if speed flying is your speciality! Allows you to winch up things a bit faster.

**■ GREENDOG MD**
**To get a reset button in the game, simply press [A], [B] and [C] together then Start!**
**James Fenneberg, Essex**

**■ DYNAMITE DUKE MD**
**To get a hidden options screen, press [C] ten times before you start.**

**■ ALIEN STORM MD**
**Select Scooter as your character and as your energy depletes, self-destruct.**

**■ BUBBLE BOBBLE MS**
**When you lose a life either in one- or two-player mode, keep pressing [1] and [2] and push the D-pad in all directions. Keep doing this and you should come back to life!**

**■ CHUCK ROCK MD**
**Enter this cheat when Chuck's groovy band are playing at the beginning: [A], [B], Right, [A], [C], [A], Down, [A], [B], Right, [A]. If the cheat's entered correctly, Chuck grins at you. When you want to use the cheat, press pause and use the D-pad to select a level.**

# ALIEN 3

Having a spot of trouble keeping those extra terrestrial terrors at bay? If alien-bashing's getting you down, what you need is a good warp! Follow the instructions below and you can skip any level!

First go to the options screen and plug a joypad into the right-hand port. Press [C], Up, Right, Down, Left, [A], Right and Down. You hear a sound if the cheat's worked. If you did, plug the joypad back into the usual port and play the game.

When you want to skip a level, simply pause the game and press [C], [A] and [B] in that order. Unpause the game and you should be taken to the next level!

# SPEEDBALL 2

Future sport frenzy! By rearranging a code given to you at the end of Division 2, you can either re-enter the division or start in Div 1 with a very good team.

The cheat's a bit tricky to understand at first (you can say that again! —Sub Ed), as it requires the movement of letters and numbers all over the shop, but if you follow the steps below you should be okay.

If the code is (1)LCEA (2)CJ6K (3)GK7K (4)OLZD (5)2BST (6)-2WW (7)0F6D (8)IBMT, for example, changing the blocks around in a set pattern forms a different code.

The easiest way to remember the pattern is to number every block of four numbers, as we've done above (the number in the brackets). Using these numbers as a guide, follow the sequence we've been sent.

Leave (1) where it is, swop (2) with (5), swop (3) with (4), swop (6) with (7), and leave (8) where it is!

Using our example, the new code reads LCEA 2BST OLZD GK7K CJ6K 0F6D -2WW IBMT. Enter it as normal.

Your re-jigged code lets you play as a better team in either of the divisions — and let's face it, Brutal Deluxe are the Birmingham City of the Speedball league: big club but naff team! (Ooh, little bit of politics, there!)

Thanks to **Martin Bremmer** and **Richard Hopkins** from my neck of the woods (and mine! —Sub Ed), **Birmingham**, for that unusual cheat. Well done, lads!

# MICKEY AND DONALD
## World Of Illusion

**On the last level, collect the black hat (extra life) and go to the dice. Press the third one along and you're transported back to the extra life. Do this as many times as you need so you've got loads of lives for the final guardian — the first few times you meet him, you need 'em!**

**Thanks to Tony Woodward from Orpington, Kent, for that tip. He's even enclosed a picture of himself. I don't know what he's pulling a face at — probably an SNES owner!**




SEGA FORCE GAME FREAK! AWARD £50

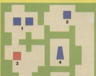
**I've been swamped by cries for help from game-freaks having problems with this mammoth RPG. So being the obliging guy I am, I got hold of Andrew Storr of Winton, Bournemouth, and asked him to send in a complete solution — which he did! For being such a helpful chap, he wins £50! On with the guide. Andrew starts from the moment you leave your home in the capital of Mota.**

When you leave Paseo Town (which is also your home in Mota), head straight for **Arima Town**. You should have at least two antidotes, four monomates and a steel bar for **Nei**. Don't forget to equip and then save your game before you leave town.

**Tip 1:** Head straight up to the barrier after you leave **Paseo**'s bridge then turn right. This saves walking time and possibly your life!

Try not to use any items until the last possible moment, as at the start you have little money. Once in **Arima**, you find out about dynamite and the scoundrels you'll meet in **Shure**. Once you've asked questions and healed up, go home and recruit **Rudo**. Before you leave anywhere, you *must* heal, buy food/antidotes (if needed), make sure you buy an Escapipe at the Tool Shop, which you will need to get out of Shure Dungeon, and save your game!

■ PASEO TOWN
1) Data Memory
2) Hospital
3) Teleport Station
4) Clone Labs
5) Control Towers
6) Central Tower
7) Agent's Home
8) Armourer's Store
9) Tool Shop
10) Protective Gear Store



■ ARIMA TOWN
1) Clone Labs
2) Hospital
3) Armourer's Store
4) Control Tower
5) Teleport Station

**Tip 2:** In the early stages, you may get killed often. But continually press [A] as you move and you shouldn't be attacked. If you have autofire on your joypad, simply stick it down with tape!

## SHURE

**Tip 3:** Cut across the green domes on the way to **Shure** (for the same reason as Tip 1).

When you enter **Shure**, head left straight away and when you reach the corner, head up as far as possible. When you reach the top, go right.

By now, you should have passed the top-right corner. Follow the path along until you reach a left turn/downwards and there's your first container (40 mesetas). Head left to the upward chute.

Go in and head down, turn left when you can go no further and enter the chute to the left of the container (dimate). Go down through the gap and turn left. Head up as far as possible then turn right.

Go to the downward chute and you see two more. Enter the yellow chute and you're taken upstairs. Head up and follow the route round then take the first turning down the corridor.

Take the upward gap and be rewarded with headgear. Equip your main character with it. (Mines called Myau from *P Star 1*.)

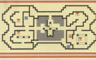
Go back through the gap and enter the next one. Turn left and enter the chute. When you're free again, go through the gap and turn left. Head up as far as possible then right and through the gap again.

You should have two chutes onscreen. Go up, turn right until you reach two chutes. Enter the yellow one and follow the route until you can go left, right and forward. Turn left and head straight down until you reach 200m!

Turn round and go up and left on a narrow path. Don't fall off! Follow the path round and turn right. Follow the path all the way round and head for the yellow chute.

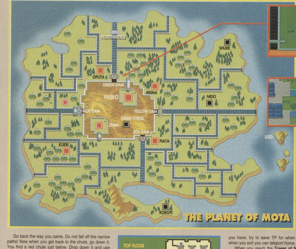
Here's your first scoundrel. Go over and press [A]. When you're finished, head up a bit then go left for a container. Equip **Nei** with your find. Head back to the body and go down.

Follow the path left and continue around the whole way. It's quite long so keep going and eventually you meet another scoundrel. Press [A] and return the way you came. Go back down the chute you came up on.





SHURE DUNGEON: Chutes are shown as a red triangle in a black square, items to collect as blue circles.




The screen above gives an indication of the map's scale

The game starts in Paseo Town (detail above shows the Central Tower). Paseo is also your home town in Mota.

MAP KEY

Major towns (both Paseo and Zema are sited in drained lake)

Dungeons

The Biosystems Laboratory

Go back the way you came. Do not fall off the narrow paths! Now when you get back to the chute, go down it. You find a red chute just below. Drop down it and use your key. This container gives 150m. Go back up and go along the narrow corridor to the left.

Follow the path until you come to two chutes. Go down the red one for a monomate then up the yellow one and follow the path all the way to the left. Go round until you come to a gap and go up it. Drop down the red chute then down the next red shute. Here's your first stick of **dynamite**. Go out of the gap and turn right.

Eventually you come to two more chutes. Go down the red one for the dynamite. If you have one, use your escape pipe and go home. If not, go left and when you come to two purple squares on the right, go up. You come to a red chute.

Go down and turn right then up and follow the path round to the exit. When you get home, buy a telepipe and another escape-pipe in case of emergencies.

When I got home, I sold my knife and Rudo's bow gun. I bought a sword, shotgun, telepipe, escapipe, steel bar and lots of monomates. The sword can be used until Piata.

## NIDO AND THE RESCUE OF TEIM

Hopefully, you'll have gone up some levels and received techniques. If you have, try to save TP for when you find **Teim**, so when you exit you can teleport home.

When you reach the **Tower of Nido**, use a stick of dynamite straight away then go through the hole in the dungeon's door. As you can see from the map, the left route's a dead end, so go right as far as possible then up, left and down until you see a chute. When you come out, head up then left as far as possible, down and left, up and you should see a yellow chute.

Go up and turn right and down and you should see a container. Go back to the chute you came up on. Step on then head right a bit and down to another chute.

Step on, head down then left to another chute. Head down as far as possible, right as far as possible then up. When you can turn left, there's **Teim**! If you've got it, use the Escapipe; take her to her dad on the **Northbridge**.

TOP FLOOR

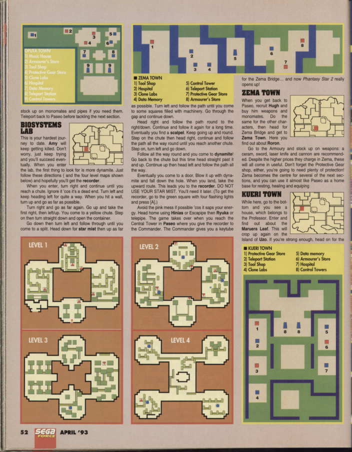
GROUND FLOOR

NIDO: Chutes are red triangles, collectables blue circles

## OPUTA

While you're here you must learn **musik**. Head to the armoury (see the town map on the next page) and when you're just about to step in, turn left. Head left and eventually you reach a house. Inside you meet **Ustvestia**, a musician. Answer his questions No, Yes, Yes, and you learn musik. It costs 2000 mesetas (although the price is different for mael and female characters!). You need the musik technique to progress later.

Buy **Amy** headgear and a scalpel. Don't forget to




stock up on monomates and pipes if you need them. Teleport back to Paseo before tackling the next section.

## BIOSYSTEMS LAB

This is your hardest journey to date. **Amy** will keep getting killed. Don't worry, just keep trying and you'll succeed eventually. When you enter the lab, the first thing to look for is more dynamite. Just follow these directions ( and the four level maps shown below) and hopefully you'll get the **recorder**.

When you enter, turn right and continue until you reach a chute. Ignore it 'cos it's a dead end. Turn left and keep heading left for quite a way. When you hit a wall, turn up and go as far as possible.

Turn right and go as far again. Go up and take the first right, then left/up. You come to a yellow chute. Step on then turn straight down and open the container.

Go down then turn left and follow through until you come to a split. Head down for **star mist** then up as far as possible. Turn left and follow the path until you come to some squares filled with machinery. Go through the gap and continue down.

Head right and follow the path round to the right/down. Continue and follow it again for a long time. Eventually you find a **scalpel**. Keep going up and round. Step on the chute then head right, continue and follow the path all the way round until you reach another chute. Step on, turn left and go down.

Follow all the way round and you come to **dynamite**! Go back to the chute but this time head straight past it and up. Continue up then head left and follow the path all the way.

Eventually you come to a door. Blow it up with dynamite and fall down the hole. When you land, take the upward route. This leads you to the **recorder**. DO NOT USE YOUR STAR MIST. You'll need it later. (To get the recorder, go to the green square with four flashing lights and press [A].)

Avoid the pink mess if possible 'cos it saps your energy. Head home using **Hinias** or Escapipe then **Ryuka** or telepipe. The game takes over when you reach the Central Tower in **Paseo** where you give the recorder to the Commander. The Commander gives you a keytube for the Zema Bridge... and now *Phantasy Star 2* really opens up!



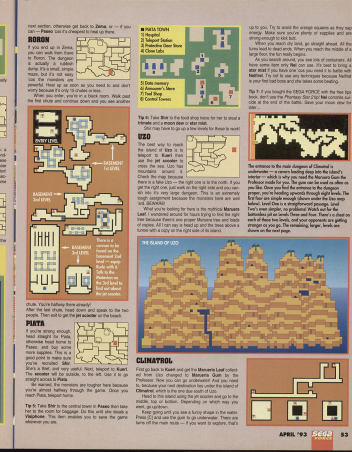
## ZEMA TOWN

When you get back to Paseo, recruit **Hugh** and buy him weapons and monomates. Do the same for the other characters, then head for Zema Bridge and get to **Zema Town**. Here you find out about **Roron**.

Go to the Armoury and stock up on weapons: a ceram, sword, laser knife and cannon are recommended. Despite the higher prices they charge in Zema, these will all come in useful. Don't forget the Protective Gear shop, either, you're going to need plenty of protection! Zema becomes the centre for several of the next sections, and you can use it almost like Paseo as a home base for resting, healing and equiping

## KUERI TOWN

While here, go to the bottom and you see a house, which belongs to the Professor. Enter and find out about the **Maruera Leaf**. This will crop up again on the Island of **Uzo**. If you're strong enough, head on for the




next section, otherwise get back to **Zema**, or — if you can — **Paseo** 'cos it's cheapest to heal up there.

## RORON

If you end up in Zema, you can walk from there to Roron. The dungeon is actually a rubbish dump. It's a small, simple maze, but it's not easy 'cos the monsters are powerful. Heal up as soon as you need to and don't worry because it's only 15 chutes or less.

When you enter, you're in a black room. Walk past the first chute and continue down and you see another chute. You're halfway there already!

After the last chute, head down and speak to the two people. Then exit to get the **jet scooter** on the beach.

## PIATA

If you're strong enough, head straight for Piata, otherwise head home to Paseo. and buy some more supplies. This is a good point to make sure you've recruited **Shir**. She's a thief, and very useful. Next, teleport to **Kueri**. The **scooter** will be outside, to the left. Use it to go straight across to **Piata**.

Be warned, the monsters are tougher here because you're almost halfway through the game. Once you reach Piata, teleport home.

**Tip 5:** Take **Shir** to the central tower in **Paseo** then take her to the room for baggage. Do this until she steals a **Visiphone**. This item enables you to save the game wherever you are.

**Tip 6:** Take **Shir** to the food shop twice for her to steal a **trimate** and a **moon dew** or **star mist**.

Shir may have to go up a few levels for these to work!

## UZO

The best way to reach the island of **Uzo** is to teleport to **Kueri** then use the **jet scooter** to cross the sea. Uzo has mountains around it. Check the map because there is a fake Uzo — the right one is to the north. If you get the right one, just walk on the right side and you vanish into it's very large dungeon. This is an extremely tough assignment because the monsters here are well 'ard. BEWARE!

What you're looking for here is the mythical **Maruera Leaf**. I wandered around for hours trying to find the right tree because there's one proper Maruera tree and loads of copies. All I can say is head up and the trees above a tunnel with a copy on the right side of its island.

## CLIMATROL

First go back to **Kueri** and get the **Marueria Leaf** collected from Uzo changed to **Marueria Gum** by the Professor. Now you can go underwater! And you need to, because your next destination lies under the island of **Climatrol**, which is the one due south of Uzo.

Head to this island using the jet scooter and go to the middle, top or bottom. Depending on which way you went, go up/down.

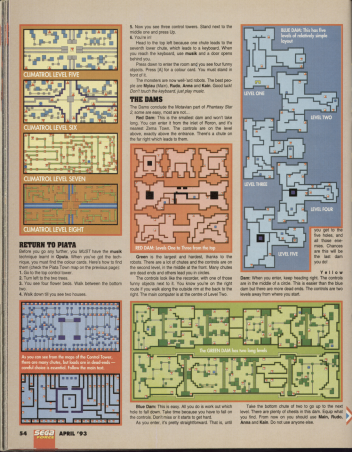
Keep going until you see a funny shape in the water. Press [C] and use the gum to go underwater. There are turns off the main route — if you want to explore, that's up to you. Try to avoid the orange squares as they sap energy. Make sure you've plenty of supplies and are strong enough to kick butt.

When you reach dry land, go straight ahead. All the turns lead to dead ends. When you reach the middle of a large floor, the fun really begins.

As you search around, you see lots of containers. All have some item only **Nei** can use. It's best to bring a **star mist** if you have one 'cos you need it to battle with **Neifirst**. Try not to use any techniques because Neifirst is your first bad boss and she takes some beating.

**Tip 7:** If you bought the SEGA FORCE with the free tips book, don't use the *Phantasy Star 2* tip! **Nei** commits suicide at the end of the battle. Save your moon dew for later...

The entrance to the main dungeon of Climatrol is underwater — a cavern leading deep into the island's interior — which is why you need the *Maruera Gum* the Professor made for you. The gum can be used as often as you like. Once you find the entrance to the dungeon proper, you're heading upwards through eight levels. The first four are simple enough (shown under the Uzo map below). Level One is a straigtforward passage. Level Two's even simpler, no problems! Watch out for the bottomless pit on Levels Three and Four. There's a chest on each of these two levels, and your opponents are getting stronger as you go. The remaining, larger, levels are shown on the next page.




## RETURN TO PIATA

Before you go any further, you *MUST* have the **musik** technique learnt in **Oputa**. When you've got the technique, you must find the colour cards. Here's how to find them (check the Piata Town map on the previous page):

**1.** Go to the top control tower.
**2.** Turn left to the two trees.
**3.** You see four flower beds. Walk between the bottom two.
**4.** Walk down till you see two houses.
**5.** Now you see three control towers. Stand next to the middle one and press Up.
**6.** You're in!

Head to the top left because one chute leads to the seventh lower chute, which leads to a keyboard. When you reach the keyboard, use **musik** and a door opens behind you.

Press down to enter the room and you see four funny objects. Press [A] for a colour card. You must stand in front of it.

The monsters are now well-'ard robots. The best people are **Myiau** (Main), **Rudo**, **Anna** and **Kain**. Good luck! *Don't touch the keyboard, just play music.*

## THE DAMS

The Dams conclude the Motavian part of *Phantasy Star 2*, some are easy, most are not...

**Red Dam:** This is the smallest dam and won't take long. You can enter it from the inlet of Roron, and it's nearest Zema Town. The controls are on the level above, exactly above the entrance. There's a chute on the far right which leads to them.

**Green** is the largest and hardest, thanks to the robots. There are a lot of chutes and the controls are on the second level, in the middle at the front. Many chutes are dead ends and others lead you in circles.

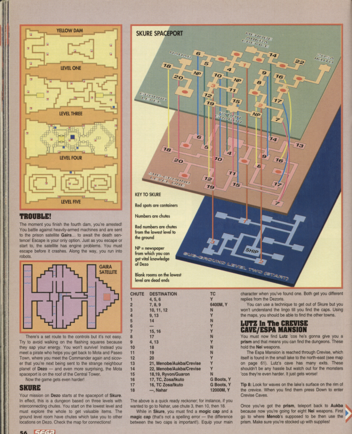
The controls look like the recorder, with one of those funny objects next to it. You know you're on the right route if you walk along the outside rim at the back to the right. The main computer is at the centre of Level Two.

**Blue Dam:** This is easy. All you do is work out which hole to fall down. Take time because you have to fall on the controls. Don't miss or it starts to get hard.

As you enter, it's pretty straightforward. That is, until you get to the five holes, and all those enemies. Chances are this will be the last dam you do!

**Yellow Dam:** When you enter, keep heading right. The controls are in the middle of a circle. This is easier than the blue dam but there are more dead ends. The controls are two levels away from where you start.

Take the bottom chute of two to go up to the next level. There are plenty of chests in this dam. Equip what you find. From now on you should use **Main, Rudo, Anna** and **Kain**. Do not use anyone else.




## TROUBLE!

The moment you finish the fourth dam, you're arrested! You battle against heavily-armed machines and are sent to the prison satellite **Gaira**... to await the death sentence! Escape is your only option. Just as you escape or start to, the satellite has engine problems. You must escape before it crashes. Along the way, you run into robots.

There's a set route to the controls but it's not easy. Try to avoid walking on the flashing squares because they sap your energy. You won't survive! Instead you meet a pirate who helps you get back to Mota and Paseo Town, where you meet the Commander again and sicover that you're not being sent to the strange neighbour planet of **Dezo** — and even more surprising, the Mota spaceport is on the roof of the Central Tower.

Now the game gets even harder!

## SKURE

Your mission on **Dezo** starts at the spaceport of **Skure**. In effect, this is a dungeon based on three levels with interconnecting chutes. You start on the lowest level and must explore the whole to get valuable items. The ground level room have chutes which take you to other locations on Dezo. Check the map for connections!

| CHUTE | DESTINATION | TC |
|---|---|---|
| 1 | 4, 5, 6 | Y |
| 2 | 7, 8, 9 | 6400M, Y |
| 3 | 10, 11, 12 | N |
| 4 | 9, 13 | Y |
| 5 | 14 | N |
| 6 | — | Y |
| 7 | 15, 16 | Y |
| 8 | 17 | N |
| 9 | 4, 13 | Y |
| 10 | 18 | N |
| 11 | 19 | N |
| 12 | 20 | Y |
| 13 | 21, Menobe/Aukba/Crevise | Y |
| 14 | 22, Menobe/Aukba/Crevise | Y |
| 15 | 18,19, Ryvon/Guaron | N |
| 16 | 17, TC, Zosa/Ikuto | G Boots, Y |
| 17 | 16, TC Zosa/Ikuto | G Boots, Y |
| 18 | —, Nahar | 12000M, Y |

The above is a quick ready reckoner; for instance, if you wanted to go to Nahar, use chute 3, then 10, then 18.

While in **Skure**, you must find a **magic cap** and a **magic cap** (that's not a spelling error — the difference between the two caps is important!). Equip your main character when you've found one. Both get you different replies from the Dezoris.

You can use a technique to get out of Skure but you won't understand the lingo till you find the caps. Using the maps, you should be able to find the other towns.

## LUTZ In The CREVISE CAVE/ESPA MANSION

You must now find **Lutz** 'cos he's gonna give you a **prism** and that means you can find the dungeons. These hold the **Nei** weapons.

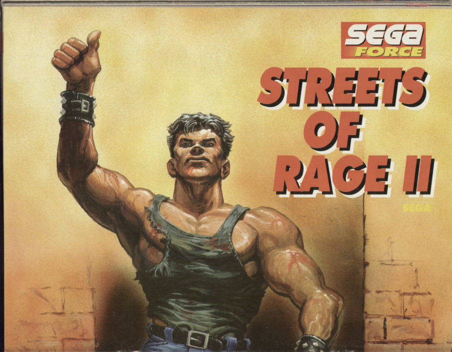
The Espa Mansion is reached through Crevise, which itself is found in the small lake to the north-east (see map on page 61). Lutz's cave has many exits. These shouldn't be any hassle but watch out for the monsters 'cos they're even harder. It just gets worse!

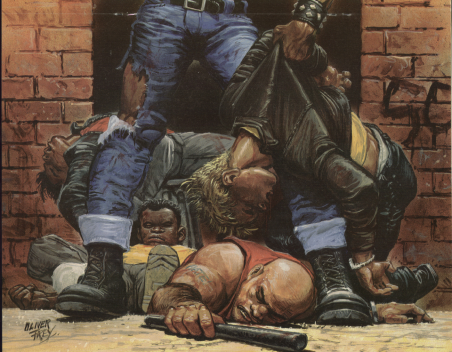
**Tip 8:** Look for waves on the lake's surface on the rim of the crevice. When you find them press Down to enter Crevise Caves.

Once you've got the **prism**, teleport back to **Aukba** because now you're going for eight **Nei** weapons. First go to where **Menob**'s supposed to be then use the prism. Make sure you're stocked up with supplies!



GAME FREAK ALLEY:
YOU READ
SEGA
FORCE
OTHERWISE...


SEGA FORCE
STREETS OF RAGE II
SEGA


OLIVER FREY


— YOU'RE JUST A SLIMY SCUMBAG ALIEN TO BE STOMPED ON! GET IT?
OLIVER FREY

## MENOBE

**Menobe** is in the shape of a bird and has four levels. Look out for the new monsters. They're very annoying and very hard.

One of the **Nei** items is on the left wing, the other's on the right. You should find a **Nei Crown** and **Nei Met** before you leave.

From now on each dungeon has new monsters. Beware! In **Guaron** you find the **Nei Armour** and **Cape**. This is a multi-level dungeon but probably easier than Menobe. But there are more of the Imagiomg Clan here so watch your HP. As soon as you get them equip the items.

| ITEM | DUNGEON | CHARACTER |
|---|---|---|
| **Nei Shot** | **Ikuto** | **Hugh/Amy** |
| **Nei Slasher** | **Ikuto** | **Anna** |
| **Nei Armour** | **Guaron** | **Rudo** |
| **Nei Cape** | **Guaron** | **Anna** |
| **Nei Crown** | **Menobe** | **Anna?** |
| **Nei Met** | **Menobe** | **Main/Kain** |
| **Nei Emel** | **Nahar** | **Not needed?** |
| **Nei Shield** | **Nahar** | **Not needed?** |

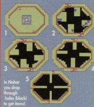
## IKUTO

**Ikuto** has seven levels. The **Nei Slasher** is on the fifth level and **Nei Shot** is on the sixth.

When you enter, fall down the hole on the left. When you land, there's a hole above. Fall down that and walk to the next hole on the left.

Continue left and walk past the first hole till you see another. Fall down it then down the closest hole. Walk right and down when you can. Avoid the holes and you find the **Nei Slasher**. Equip **Anna** with it then exit using **Hinas**.

Walk back in and fall down the left hole again then the hole above. Go left to the next hole, fall in again, then use the very last hole. Walk up and fall in the hole above. There's the **Nei Shot**. Equip **Hugh/Amy** if they're with you.



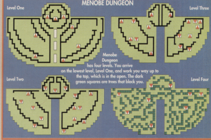

## NAHAR

This is the same as **Ikuto**, in that you have to fall to get the items. **Nei Emel** is on the 14th floor, the other is on the third or fourth. To get it, just head on up to the top!

Before you go back home to **Paseo**, prepare **Main, Anna, Kain** and **Rudo** for your last battle!

Answer **Lutz**'s questions and you find yourself in space! I'm not going to say anymore apart from head up at all times and look out for the red box — something nasty's in it!

You may have to do this journey twice. Don't worry because you're about 30 mins from the end of *Phantasy Star II*! **GOOD LUCK!**





# CHIKI CHIKI



Map: Once you've completed the first three sections, the main game map appears (left). Each area's split into various sections. Complete the sections and get another map piece.

## LEVEL 1

Start the game on a simple level such as the forest area. It's a good idea to collect as many coins as possible early on. These can be traded for extra items at the shop.

## LEVEL 2

At the start of this level it's a good idea to grab the coins at the top of the wall. The Chiki Chiki Boys can grip onto walls and jump up them, so it's no problem.

Don't set foot on the lava! Use the floating platforms to take you safely across. Watch out for flying creatures trying to knock you off, though.

Leap off the last platform to safety. Wait for the spiked wall to go up then run underneath. The rock lift takes you to the cave floor.

## LEVEL 3

It's now time to take to the skies! The Chiki Chiki Boys can fly through the air with the help of their winged helmets. Land on the clouds to rest.

There are various obstacles to overcome on this level. Hit the red guns, dodge the flying nasties and avoid the golden showers.

Stand on the clouds and keep slashing at the bad guys. Collect the coins they drop and try to find all of the secret chests — there's one here, almost hidden behind a cloud.

## LEVEL 6

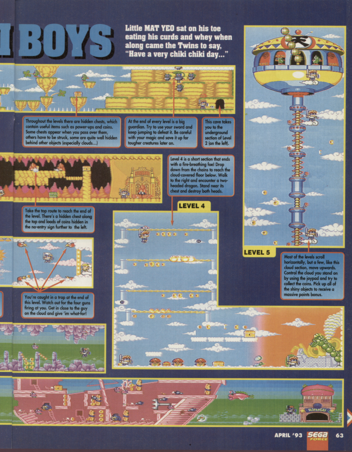
This level sees the Twins heading for the ocean depths. Wearing goggles and snorkels, they battle hordes of evil sea creatures.

Keep on the move in this level and avoid standing on the sea floor (watch the spikes). The large sea monsters reappear after a while so beware.

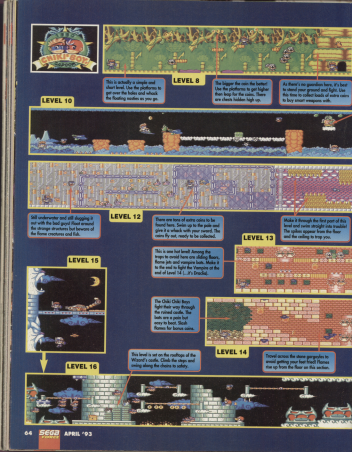
The mid-level guardian's a vicious killer fish. Hit it and watch out for the spiked balls falling from the ceiling. Stay in the middle when fighting.

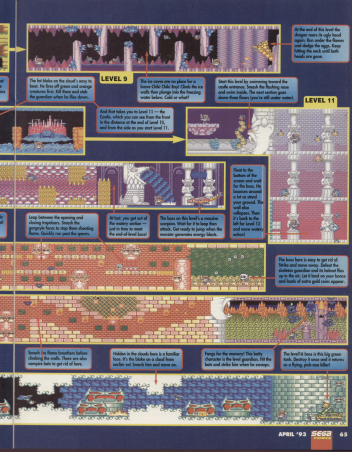
## LEVEL 7

A wrecked old ship is the setting for this level. Swim slowly through the rotting hulk and take care to explore every nook and cranny for extra bonus items. On the top floor are extra energy and coins. Defeat the boss by hitting him then retreating. Repeat this to win.



BOYS
Little MAT YEO sat on his toe eating his curds and whey when along came the Twins to say, "Have a very chiki chiki day..."
Throughout the levels there are hidden chests, which contain useful items such as power-ups and coins. Some chests appear when you pass over them, others have to be struck, some are quite well hidden behind other objects (especially clouds...)
At the end of every level is a big guardian. Try to use your sword and keep jumping to defeat it. Be careful with your magic and save it up for tougher creatures later on.
This cave takes you to the underground section of Level 2 (on the left).
Level 4 is a short section that ends with a fire-breathing foe! Drop down from the chains to reach the cloud-covered floor below. Walk to the right and encounter a two-headed dragon. Stand near its chest and destroy both heads.
Take the top route to reach the end of the level. There's a hidden chest along the top and loads of coins hidden in the no-entry sign further to the left.
LEVEL 4
LEVEL 5
Most of the levels scroll horizontally, but a few, like this cloud section, move upwards. Control the cloud you stand on by using the joypad and try to collect the coins. Pick up all of the shiny objects to receive a massive points bonus.
You're caught in a trap at the end of this level. Watch out for the four guns firing at you. Get in close to the guy on the cloud and give 'im what-for!


CHIKI BOYS
CAPCOM
LEVEL 8
This is actually a simple and short level. Use the platforms to get over the holes and whack the floating nasties as you go.
The bigger the coin the better! Use the platforms to get higher then leap for the coins. There are chests hidden high up.
As there's no guardian here, it's best to stand your ground and fight. Use this time to collect loads of extra coins to buy smart weapons with.
LEVEL 10
Still underwater and still slugging it out with the bad guys! Float around the strange structures but beware of the flame creatures and fish.
LEVEL 12
There are tons of extra coins to be found here. Swim up to the pole and give it a whack with your sword. The coins fly out, ready to be collected.
Make it through the first part of this level and swim straight into trouble! The spikes appear from the floor and the ceiling to trap you.
LEVEL 13
This is one hot level! Among the traps to avoid here are sliding floors, flame jets and vampire bats. Make it to the end to fight the Vampire at the end of Level 14 (...it's Dracla).
LEVEL 15
The Chiki Chiki Boys fight their way through the ruined castle. The bats are a pain but easy to beat. Slash flames for bonus coins.
LEVEL 14
Travel across the stone gargoyles to avoid getting your feet fried! Flames rise up from the floor on this section.
This level is set on the rooftops of the Wizard's castle. Climb the steps and swing along the chains to safety.
LEVEL 16



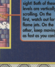
At the end of this level the dragon rears its ugly head again. Run under the flames and dodge the eggs. Keep hitting the neck until both heads are gone.
LEVEL 9
The fat bloke on the cloud's easy to beat. He fires off green and orange creatures first. Kill them and stab the guardian when he flies down.
The ice caves are no place for a brave Chiki Chiki Boy! Climb the ice walls then plunge into the freezing water below. Cold or what?
Start this level by swimming toward the castle entrance. Smash the flashing nose and swim inside. The next section goes down three floors (you're still under water).
LEVEL 11
And that takes you to Level 11 — the Castle, which you can see from the front in the distance at the end of Level 10, and from the side as you start Level 11.
Float to the bottom of the screen and wait for the boss. He bounces around a lot so stand your ground. The wall also collapses. Then it's back to the left for Level 12 and more watery action!
Leap between the opening and closing trapdoors. Smash the gargoyle faces to stop them shooting flame. Quickly run past the spears.
At last, you get out of the watery section — just in time to meet the end-of-level boss!
The boss on this level's a massive scorpion. Wait for it to leap then attack. Get ready to jump when the monster generates energy blasts.
The boss here is easy to get rid of. Strike and move away. Defeat the skeleton guardian and its helmet flies up in the air. Let it land on your bonce and loads of extra gold coins appear.
Smash the flame breathers before climbing the walls. There are also vampire bats to get rid of here.
Hidden in the clouds here is a familiar face. It's the bloke on a cloud from earlier on! Smash him and move on.
Fangs for the memory! This batty character is the level guardian. Hit the bats and strike him when he swoops.
The level16 boss is this big green tank. Destroy it once and it returns as a flying, pick-axe killer!






LEVEL 18

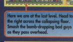
LEVEL 17



The end is almost in sight! Both of these levels are vertically scrolling. On the first, watch out for flame jets. On the other, keep moving as fast as you can!



LEVEL 19







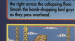


Here we are at the last level. Head to the right across the collapsing floor. Smash the bomb-dropping bad guys as they pass overhead.

Complete the game and here's the end sequence. You face the evil Wizard one more time and that's it! Well done, you Chikis!

Once the evil Wizard has been vanquished and the Dragon Eye jewels found, the land is free once more. Peace and harmony abound.

The Wizard himself! Defeat the floating green guy first. The evil sorcerer teleports around the screen. Hit him before he fires.

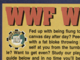






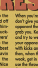


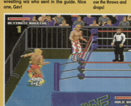
# WWF WRESTLEMANIA



Fed up with being flung to the canvas day after day? Peed off with a fat bloke throwing himself at you from the turnbuckle? Want to get even? Study our players' guide below and in no time you'll be the King of the Ring! When you're the best there's ever been, you can thank Gavin Guy of St Helier, Jersey, 'cos he's the wrestling wiz who sent in the guide. Nice one, Gav!

When you're in the ring, don't give your opponent the chance to grab you. Keep moving and try to wear down your opponent's energy with kicks and punches, then, when they're weak, get in close and use the throws and drops!

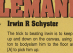


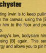



## Irwin R Schyster

The trick to beating Irwin is to keep pulling him up and down on the canvas, using the [B] button to bodyslam him to the floor and pressing [A] to pick him up.

When his energy's low, bodyslam him then leg drop him using [B] again. This seriously reduces his energy and allows you to pin him.





## Papa Shango

This wrestler is one tough cookie. The best thing to do is kick him down on the canvas and pick him up so you can grapple. Drop Papa to the canvas again with a bodyslam and use the drop-kick when he's lying on the floor (hardly fair, but that's life!).

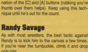
Keep doing this until his energy's very low and he can be pinned.

## British Bulldog

To wear the Bulldog's energy down, keep using a punch and kick combination.

When he has very little energy left, leg-drop him to the floor, climb up the turnbuckle and drop onto him!

(Make sure he's close enough for a flying elbow-drop or you lose energy dropping straight onto the canvas.)



## Ultimate Warrior

To be victorious against Ulty, you need to be fleet of foot. To wear his energy down, kick him to the canvas about six times, then when he's down, pull him up and keeping using a combination of the [C] and [A] buttons (rubbing you're thumb over them helps). Keep using this technique until he's out for the count.

## Randy Savage

As with most wrestlers, the best tactic against Randy is to kick him to the canvas a few times. If you're near the turnbuckle, climb it and drop onto him.

If you press [C] very fast to throw him out of the ring, don't follow him out of the ring, climb up the turnbuckle again and drop onto him!

## Hulk Hogan

The Hulkster's probably the toughest of the lot. The best method is to keep grappling him and move your thumb rapidly between [A] and [C]. This should wear his energy down quite quickly.

If he stops you using this method, keep well away from him and use a series of kicks and punches until you can get in close again.

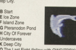
## Shaun Michaels

Again, he's quite simple to beat. Keep kicking him until he's down then use leg-drops on him until his energy's gone.

# ECCO: THE DOLPHIN

Judging by the mail we've had this month, Ecco certainly has a porpoise in life! With a lot of help from **Steven Sharkey**, who resides in Penrith, Cumbria, we've complied a complete collection of level codes and a handy restart code.

To access all the levels, simply type in PLEASE on the code screen followed by the appropriate two letters, eg, P L E A S E K K takes you to Deep City.



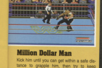
- A-B Start
- E-E Ice Zone
- F-F Island Zone
- G-G Pteranodon Pond
- H-H City Of Forever
- I-I Undercaves
- K-K Deep City
- O-O The Last Fight (follow with QWGITDBX)
- Q-Q Origin Beach
- R-R Cold Water
- U-U The Marble Sea
- W-W Open Ocean
- Z-Z Ridge Water

For a restart cheat, simply type in NIHPLODS on the password screen. When you die, you restart the game at exactly the same point. Thanks, Steven, for all the codes.

And while we're on the subject of dolphins, that Sega nutter **Ed Lomas** has yet again found some cheats for *Ecco*. When you type in SHARKFIN, you're transported to the **Lagoon** without an air bar, so you don't have to keep hunting for stuff! If you press [B] then [A], you shoot out a deadly sonar that kills anything in its path!



Thanks, Ed! Keep the letters and portraits coming in, but why are you wearing a Pink Floyd T-shirt?!



## Million Dollar Man

Kick him until you can get within a safe distance to grapple him, then try to keep bodyslamming him. When he's down, use the leg-drop, pick him up and perform some of the more complicated throws, because he's susceptible to these and can't easily get out of them.

If you can throw him out of the ring or climb up a turnbuckle and drop on him then all the better, just make sure you don't stand there and trade punches with him; he moves in close very quickly and his throws take a lot of energy.



# POWERMONGER

*Powermonger*, dude! If you're having trouble with the later levels of this *Populous* follow-on, S Preston from Chesterfield can solve your headache. These lengthy codes for Levels 10 to 27 (if you can't conquer the first nine, you bought the wrong game!) take you to the bottom-right of the large map, so you can finish the game. Pretty neat, eh?

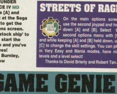
10: L26ZTDJPB4PBX
11: ZTA23AKJZTJKOB6
12: ZNLA23AKJZTJKPXTD7
13: ZMKZTDJPB4PHAKGEBQ
14: ZNLYZTDJPB4PHAGM7GLZQ
15: ZNLFDP27L36LEZO6OWP72J
16: ZNLPZTDJP4BPHAHZTGLEZSG
17: ZNFLAGZATDATILC7JIPHAK5AQ
18: TSPZTDJPB4PHAKJEKP27GLQQQQ
19: UPZTDJPB4PHAKJEKP27GLE6QQQ
20: UUVJZOTDATILCOWPTDJIPHYTFQQQ
21: T7MDP27L36LEZO7TILCOWPZX4QQQ
22: 72UVGZOTDATILCOWPTDJIPHYTJKQQ
23: 7CFZTDQPB4PHAKJEKP27GLE6ATXQQ
24: EFZTDJPB4PHAKJEKP27GLE6AT3AXQ
25: TPFZTDJPB4PHAKJEKP27GLE6AT3A37Q
26: TBMDP27L36LEZO7TILCOWP7X4AJ2JPKQ
27: 7CFZTDJPB4PHAKJEKP27JLE6AT3A3TP7X

Please note that the 'O's are the letter, *not* zero, otherwise your plans will be scuppered before you even start!

Cheers, 'S', you're a pal!

**THUNDER FORCE IV MD**
**Press [A] and Start at the Sega logo to get the options screen. Set 'stock ship' to zero, start the game and you've 99 lives!**
**Leon Burnley, Ludlow**

# STREETS OF RAGE



On the main options screen, use the second joypad and hold down [A] and [B]. Select the second options menu with [C], and while keeping [A] and [B] held down, use [C] to change the skill settings. You can play in Very Easy and Mania modes, have nine levels and a level select!

Thanks to David Brierly and Robert Tan.

# GAME GENIE

## ALIEN³ CODES

Once again, we've got some *Game Genie* codes for ya! This time they're for the extra terrestrial epic, *Alien³*. Simply switch on your *Game Genie* and type in up to five of the following codes. They should make Ripley's life a tad easier!

| | |
|---|---|
| SACT-CADY | Game clock runs slower |
| 8ACT-CADY | Clock runs much slower |
| AACT-CA6J | Clock frozen (no time limit) |
| AJBT-AAEY | Start at Stage 3 instead of Stage 1 |
| ANBY-AAEY | Start at Stage 3 |
| ATBT-AAEY | Start at guardian level after Stage 3 |
| AYBT-AAEY | Start at Stage 4 |
| A2BT-AAEY | Start at Stage 5 |
| A6BT-AAEY | Start at Stage 6 |
| BABT-AAEY | Start at guardian level after Stage 6 |
| BEBT-AAEY | Start at Stage 7 |
| BJBT-AAEY | Start at Stage 8 |
| BNBT-AAEY | Start at Stage 9 |
| BTBT-AAEY | Start at guardian level after Stage 9 |
| BYBT-AAEY | Start at Stage 10 |
| B2BT-AAEY | Start at Stage 11 |
| B6BT-AAEY | Start at Stage 12 |
| CABT-AAEY | Start at guardian level after Stage 12 |
| CEBT-AAEY | Start at Stage 13 |
| CJBT-AAEY | Start at Stage 14 |
| CNBT-AAEY | Start at Stage 15 |
| CTBT-AAEY | Start at guardian level after Stage 15 |
| AJNA-EA3R | Infinite ammo for machine gun |
| AJMA-EA7C | Infinite fuel for flame-thrower |
| AJJT-EA2J | Infinite ammo for grenade launcher |
| AJKA-EA88 | Infinite hand grenades |
| M424-CAGO | Machine gun recharge pick-up reloads to capacity |
| NC2A-CAHY | Flame-thrower recharge pick-up reloads to capacity |
| NL2T-CAAW | Grenade launcher pick-up reloads to capacity |
| NW2T-CABT | Hand grenade recharge pick-up reloads to capacity |
| RG2T-C6W4 | First Aid pick-up restores energy to capacity |
| AMDA-CA4J | Long falls don't reduce energy |
| ADEA-CAGJ | Falls into turbine fans don't reduce energy |
| AJFT-AA66 | Never lose radar |
| A2EA-AA8R | Infinite lives |

## SONIC 2 MD

Fancy a silly **Game Genie** code? Type in SAST-DDA1 and press Start. Use the level select cheat then the Chaos Emerald cheat on the level select sound test (if you don't, the game has a tendency to crash).

Select a level and play the game. You'll notice every ring is worth 181! Collect loads of them and your console goes barmy at the end of each level! Don't overdo it, though, or the MD can't cope and crashes!

If any of you game-freaks have discovered any codes, send them in. The best codes each month get a SEGA FORCE T-shirt to wear with pride!

# PREDATOR 2

**He's invisible and invincible — the perfect killing machine! So you're going to need all the help you can in sending this extra-terrestrial hunter back home in a box! Luckily help is at hand in the shape of PAUL 'Mercenary' WOODING who, with the aid of the Los Angeles Police Dept, has put together these smart level maps!**



The hostages are hidden all over the levels and you've got to find them quickly! The Predator has a nasty habit of eating any unfortunate captive who hasn't been rescued.

The skylights are perfect vantage points for any drug-crazed thug with a rifle — so watch out for the snipers and their deadly accuracy.

Somewhere among that pile of rubbish there's a three-way machine gun! This is one of the most powerful weapons the Lt can pick up so save it until you're up against some serious opposition.

On the rooftop level, the trick is to learn how to lock your gun. The thugs come at you thick and fast so you need to dispose of them as soon as possible, then you're free to rescue the hostages before they become Predator fodder! Don't forget you can shoot the doors which the thugs come out of, thus temporarily stopping them from hindering you as you search for the hostages. You'll take a lot of hits on this level but don't worry, there's loads of flak jackets dotted around. Make sure that you top yourself up when your damage meter is a tad high.

One of the many flak jackets that can be found on the rooftops high above Los Angeles City.


All that stands between you and Level 2 is Danny DeVito and his taxi! Seriously though, the taxi stops you from reaching the last hostage, so use your special weapons and blow it up!
Throughout the whole of Level 2, you're attacked from all sides by cocaine-addicted punks! Most of the time you get by with your standard pistol, but every now and then, a large group of lads surrounds you — a puny pistol can't handle them all! This is where the grenade comes in. When you toss one of these, it destroys everything nearby. Chuck it into a group of thugs and watch the total carnage which follows!
The end-of-level guardian for Level 2 is the heavily-armed helicopter. Although it isn't difficult to shoot down, make sure you've got a reasonably low damage meter because it has a rapid firing rate.
Towards the end of Level 2, the Predator tends to chase you, as well as the hapless hostages. You know when he's locked onto you because you'll suddenly expose your innards to the cool LA air! You do, however, have one major advantage over our alien chum: you're much faster than him! When you see those red dots coming your way, slip on your sneakers and run like hell!
The thugs don't just appear out of fresh air, they flood out of the doors which lead onto the roof tops. If you shoot the doors long enough, you can prevent them from appearing on your particular section of roof! But remember — the thugs aren't wimps and soon break down the doors. Don't hang about!
This section of the game gets a bit tricky. The helicopter appears making life a little hectic! It can't be shot until you reach the end of the level but it can shoot you! Avoid it at all costs!




**Here we are again, Game Gears in hand and not a care in the world. Yet! When your portable pleasure machine becomes an horrific instrument of frustration 'cos your latest game's giving you grief, there's only one solution: Game Gear Alley! Each month it's full of tips and cheats to make your handheld life that much more enjoyable. If you've got a cheat or a load of tips for any GG game, pop them in the post to GAME GEAR ALLEY, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW.**

## SONIC 2

Last issue, I printed a level select sent in by a certain gent from London — it didn't flickin' work, did it?! So now, with humble apologies, here's the correct level select.

Hold down buttons [1] and [2] when you see Tails running then press Start. Keeping your finger on Start, rotate the D-Pad in a clockwise direction, still holding down all the buttons! You should hear a chime. Press Start to access the level select!

## CHASE HQ GG

In Round 2, bash the oil drum on the side of the track. You should get an extra credit!

Thanks to **Simon Whiteley** from **Sheffield** for that cheat.

## FACTORY PANIC GG

Let the timer run down to 100 and loads of starts appear on the conveyor belts. If you collect these you should get loads and loads of lifes.

## AXE BATTLER GG

What do you get when you cross *Golden Axe* with an RPG? *Axe Battler*! And what do you get when you buy an RPG? Usually a major headache trying to work out all the devious problems while fending off bloodthirsty enemies!

So if your having trouble battling the forces of darkness, **David Roberts** from **Camberley, Surrey**, has sent some useful tips and codes to help you on your way.

### Level Codes

Firewood Town: **JMLO BFKC DLEC EAPI**
Turtle Village: **PIPF OEBA ODGA IIKO**
Sand Marrow: **OOBK CBPM IMAM NBLP**
Brookhill: **FNNK KKKO EPBH CLCC**

And if you fancy starting the game with more than a fighting chance, type in KADB BMCM NPLM DLBE. You'll start in Firewood Town with 31 magic vases and all the special attacks and items you need to complete the game.

Right, you've started the game and come face to face with your first enemy. What do you do? I'd take a butcher's at the guide below: it tells you the best tactics against each enemy you encounter.

BARBARIAN: Just stay in one place and attack (use down attack if you've got it).
AMAZON: As above except the tackle is especially useful against them.
SKELETON: When they jump, jump back and use down attack when you land. If you're quick enough you should catch them off guard.
KNIGHT: Stay in one position and when he lifts his sword, move toward him and use your super swing.
BAD BROTHERS: Use tackle once then down swing three times. If you don't have tackle, wait until he charges at you then jump away and use down swing.
DEATH ADDER: Easy, this guy. When he uses his magic, jump over it and use the jump attack. Do this four times and he's history!

# THE TERMINATOR

**Ross Edwards from Twickenham, Middlesex, has a complete solution for *Terminator* on the handheld screen. Now all you budding Arnies can defeat Skynet once and for all.**

## LEVEL 1

The first thing you meet is an aircraft dispensing parachute bombs. You're best off just running instead of trying to dodge them.

Go down the ladder and run left. Blast the door open with three bombs and continue. At the edge of the platform, jump off and run right. Blast the door again and you're through — but not with full life.

Run along the corridor until you reach two doors. Blast them both and leg it up the stairway and over the three platforms to the Uzi near the stairs. Don't go up it but run back again to the time bombs.

Touch it and run to the surface. Turn right and run to the time machine, where you're zapped back to Los Angeles, 1984.

## LEVEL 2, Part 1

This level's not so hard. As soon as you appear, run to the right and blast the first punk in front of you, not behind. You should be able to run along without having to bother with police or punks in front, as there are already two punks chasing you.

Climb the ladder and jump to your right. Blast the policemen but don't go up too many staircases or you're zapped by lasers from a helicopter.

Jump back down to the streets and run right. Go up another ladder and along then jump down till you see the second Technoir sign. Climb the ladder behind it and run right to the Technoir nightclub.

## LEVEL 2, Part 2

This is where you blast Arnie's butt! There's a certain method of doing this level but you've got to be patient.

First get onto the straight walkway then duck, because dim old Arnie can't shoot below waist height. Blast him until he's blown backwards and bits of metal fly out of him.

Advance and crouch then blast him again. Continue doing this right through the nightclub. It takes a while but after a constant stream of fire he gives up.

## LEVEL 3

It's just a question of blasting everything that moves and making it through the cop shop to Sarah, who has nothing better to do then wait to be killed.

First run to the first ladder. Go up it and run to your left, down the stairs, miss the ladder and through the door for 100% life. Run all the way along until you get to some stairs. Go up these and the next two flights of stairs.

At the top there's a door leading outside. As in the first level, just keep going, as there's a helicopter dropping parachute bombs.

Sometimes the screen doesn't scroll up enough. The helicopter has no room so it comes down and kills you. To avoid this, jump as soon as you get outside.

Go down the second ladder then down the stairs to your right. Go through a door, up some more stairs and start to go up the ladder at the top.

Watch what the Terminator does. You have to go to the left so you have to wait for Arnie to stand on the right, then as fast as possible go up the ladder and leg it to Sarah, who's waiting for you behind the door.

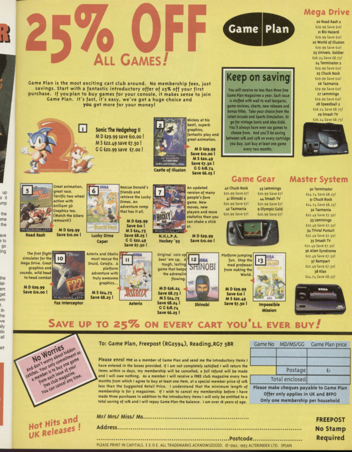
## LEVEL 4

Go down the first ladder then right and up the ladder. Run to the right until you reach two platforms supported by drains. Jump across them and on the second one, jump hard right to get onto a small landing with another platform above it. Jump onto this and again to the right.

Go down the ladder in front of you and a little to your right is another ladder leading to the endoskeleton Terminator. Go down, move away from the ladder and crouch. Continually fire at him to push the sucker into the hydraulic press and crush the Terminator beyond all recognition!

Thanks, Ross, for those extremely smart tips.

**That's it for this issue, folks. Thanks to everyone who sent in tips, whether they got printed or not, and please keep sending your cheats and stuff by the truckload! Don't forget our new Action Replay and Game Genie sections, there's loads of T-shirts and stuff to be won. Just in case you missed the address, it's THE CHEAT CHAMBER, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW.**


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# THE TECMAGIK RACK

## In the works!

Agassi himself will be over in the UK some time in the summer to promote TecMagik's well wicked tennis sim.

**TecMagik's Master System games have received rave reviews right across Europe. All have received a Smash in Sega Force. Now the software house prepares to enter the 16-bit market with the release of a André Agassi Tennis. ADRIAN PITT spoke to the President of TecMagik, Manlio Allegra, to discover the secret behind the company's success, the full low-down on their forthcoming tennis simulation and their plans for the future.**

TecMagik's track record's pretty impressive! *Pacmania, Populous, Shadow Of The Beast*, Champions Of Europe and *The New Zealand Story* have all received 90% and over in many major European console magazines.

Now they've decided to expand their range and cater for the 16-bit market. This ain't no tentative step! With a major licence involving tennis megastar **André Agassi**, **TecMagik** are pretty confident they'll take the Mega Drive world by storm.

But what makes their games so successful, how is *André Agassi Tennis* different from other tennis sims on the shelves and what has the company in store for 1993 and beyond? **TecMagik**'s President, **Manlio Allegra**, has all the answers...

**Adrian: Can you tell us about the origins of TecMagik? How the company was set up and how it's gone from strength to strength?**

**Manlio:** The **TecMagik** management team has been publishing entertainment software for five years. The team has worked on everything from the Commodore 64 to the IBM to the Sega Genesis.

The management helped establish **Sega** in Europe in the mid-Eighties. In the late Eighties, given **Sega**'s need for good quality Master System software, we were the logical choice as a third party publisher.

Our first product was *Pacmania*, which sold in excess of 100,000 units. All our other titles have been very successful in 1991 and '92.

Our biggest hit was *Champions Of Europe*, which sold in excess of 150,000 units. It was among the top Master System games in Europe last summer.

**Adrian: Every game released by TecMagik has received rave reviews in Europe. What elements make your games such winners?**

**Manlio:** Our developers focus on gameplay and graphics. Our games are challenging and deep so the consumer plays them for a long period of time.

They also look and play better than competitive products, because we spend a lot of time designing and executing our software titles. We also make a concerted effort to take advantage of all the features of the hardware.

**Adrian: Some software houses release game after game in a matter of months, several of a poor standard. TecMagik, on the other hand, release fewer games, but they're all of a high quality. Is this a conscious decision on the part of TecMagik**

**Manlio:** Yes, that's our company policy. We don't believe in the *quantity* of titles published by **TecMagik**, but in the *quality* of the titles.

We focus our resources on a few high profile

licensed products, which are well executed and well marketed. This way, we achieve our long-term growth objectives and build our brand name in the marketplace.

**Adrian: How much notice do you take of the coverage your games get in the European media?**

**Manlio:** We believe our relationship with the media to be integral to our success. Our UK office keeps in close contact with reviewers and other interested parties. You're doing a great job.

We follow the European press and media coverage very closely. We want to stay in touch with the European marketplace. All previews and reviews of **TecMagik** products go through my desk.

**Adrian: So far, we've only seen Master System releases from TecMagik, what was it that spurred the company into the Mega Drive market?**

**Manlio:** On the Mega Drive we can develop more realistic and visually-appealing games for the consumer. More colours translate into better graphics. Bigger cartridges translate into better animation and gameplay. Therefore, we see a big growth opportunity in the Mega Drive market for **TecMagik**.

properties with good potential for video game applications.

**Adrian: How much involvement did André Agassi have with the game?**

**Manlio:** He was involved from the design phase, into the development of major milestones and the approval of the final product, which he thoroughly enjoys playing.

**André Agassi** is known for being a video game fan. He's very enthusiastic about the product. His nephew, who's a **Sega** fanatic, plays his uncle's product and is completely taken by it.

**Adrian: How would you say the game compares to other tennis sims on the market?**

**Manlio:** *André Agassi Tennis* has superior player animation and graphics. It also has fast action and more accurate controls.

We've developed some unique features in the game, such as the 'skins' match, playing for money, which will make this title a sure-fire hit in the market place. It's a better license, with a dynamic, well-known personality and it's a challenging game. It doesn't play like pong — it plays like real tennis.

**Adrian: Having a huge licence surely warrants big hype? Have you plans for Agassi to promote your game in any way? TV advertising, for example?**

**Manlio:** We are planning a TV campaign at launch around May/June time, developed by a major international advertising agency in New York. **Agassi** does great Nike commercials and we're planning to capture this style.

Also, given that his tennis schedule takes him all over the world, we're planning events in a lot of different cities. **Agassi** will also make some personal appearances to promote the product during the spring/early summer.

# IT'S ALL IN THE GAME!

*André Agassi Tennis* is billed as the most realistic tennis sim to date. It's easier to control, has realistic moves and ball action. Perform a lob, volley, backhand, forehand or overhead smash.

The clever thing is, the computer automatically chooses the right shot for you when the ball's in range! You can angle the ball as well as your shot and use spin.

Play Doubles, take part in a Tournament or try your luck in the Skins Match. Play for money! The stake doubles each time the ball crosses the net. Whoever wins the point gets the dosh!

With Training and Practice sections, *André Agassi Tennis* has everything for the novice to the experienced tennis fiend!

**Both the Master System and Mega Drive versions are scheduled for a June release. Game Gear version to be announced.**




There are four different courts. Grass, clay, hard and indoor.

TecMagik's sim may be a winner with cool graphics and action.

**Adrian: How do you feel about joining forces with André Agassi for your first 16-bit title?**

**Manlio:** We see **Agassi** as a perfect match for **TecMagik**. He's very popular among Mega Drive owners, he possesses a colourful and dynamic personality.

He's not yet Number One— but he's getting there! We have a lot in common! Our programming team had a lot of fun working with him during the development of the product.

**Adrian: Who programmed the Mega Drive and Master System versions of *André Agassi Tennis*?**

**Manlio:** The product was developed by an experienced **TecMagik** team of programmers and artists. Their previous experience includes the *California Games* series, *Talespin* and high-profile educational products for the US market.

**Adrian: How did the game come about? Whose idea was it to tempt André into putting his name to a sports simulation?**

**Manlio:** The idea was developed by **TecMagik's** licensing group. We have a process of selecting personalities and potential licensing ideas for video games which is quite effective.

We analyse and collect data and talk to a lot of people about the different segments of the entertainment industry. We select high profile

**Adrian: Another future TecMagik release is *Sylvester and Tweety*. How's the game shaping up?**

**Manlio:** The Master System version will be launched in the late summer, followed by Mega Drive and Game Gear versions in the autumn.

The essence of Looney Tunes' productions is the constant conflict between characters. As in the cartoons, Sylvester and Tweety will constantly try to outwit each other.

You should also look for a series of major product announcements in the coming months from **TecMagik**.

**Adrian: Have TecMagik any plans to enter the CD market?**

**Manlio:** We've been asked by a number of hardware manufacturers to publish on their platforms. At the moment, we're studying the technology and evaluating our options before committing our resources to specific hardware systems.

**President of TecMagik, Manlio Allegra. His management team helped establish Sega in Europe in the mid-Eighties. He's an enthusiastic man with big plans for the future.**

**Adrian: TecMagik is one of the smaller and younger software houses. Have you plans to increase your company profile in the console world? Surely CD technology would help to achieve this?**

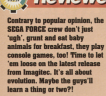
**Manlio:** Since **TecMagik** was founded in 1990, we've already published a number of hit titles on the Sega Master System. This year, we're entering the 16-bit market and we will expand our presence in the cartridge business.

We plan to be one of the early entrants in the CD market and become one of the leading publishers on CD platforms. We plan to continue releasing high quality, ground-breaking products on our current console platforms. We will then transfer this knowledge and experience base to CD technology.



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**Contrary to popular opinion, the SEGA FORCE crew don't just 'ugh', grunt and eat baby animals for breakfast, they play console games, too! Time to let 'em loose on the latest release from Imagitec. It's all about evolution. Maybe the guys'll learn a thing or two?!**




Looks like your tribe's in a bit of a fix. That bush on the left is stopping your Human joining the rest of the boys. What you should do is torch the shrub. Trouble is, you ain't go no matches! Our advice is to locate the witch doctor. He has the ability to transform your average caveman into useful objects, like spears and torches!

Albert Einstein had many theories. Old Moore (the gloomy git with the Almanac) made many predictions. But neither of them had the brainpower to dream up a console game starring, what else, human beings! If you wanna change the course of humankind, read on!

Make sure you've the following characteristics before you even dream of playing *Humans*. You've gotta be a carer, a sharer, a team-builder, a hard worker... basically, a general dogsbody. (Hmmm! We love dogs' bodies. Ugh! Ugh! —Mat.)

The aim of the game's to guide a group of human halfwits through 80 tough and equally terrifying levels, helping them locate all the vital gizmos, which, when used correctly, enable them to evolve into humans with an IQ to match Carol Vorderman's (Yum! Yum! We adore Carol Vorderman! Ugha! Ugha! Ugha! —Ade.)

## Ugh! Look what I've found...

The main playing area's basically the same on each level. A multi-platform affair, with loads of nooks, crannies, cracks, crevices and a host of prehistoric creatures which may or may not help you make it to the Ice Age and beyond!

You know the kinda objects that got us where we are today. Spears, fire and, errr... the wheel (discount Pot Noodles, pac-a-macs and deeley-boppers!).

But why are things such as fire and the wheel so important? Silly question! If there's a great wad of bracken blocking your path, what d'ya do? Set fire to it, of course! If there's a big gaping chasm, how d'ya get over it? Find the nearest hill, roll down it on ya wheel and leap over the gap (wasn't it a chasm a moment ago?! —Ed).

It all sounds pretty logical, but trust us, it ain't *that* easy when your brain's been numbed after a couple of hours play! (Ahhhh! There's nothing better than a scrummy brain between two slices of lava bread! Yakka! Yakka! Ugh! —Woz.)

On some stages, you start with four humans. On others, you have an extra one or two bods to help you. There are 12 beings in your likkle tribe at the outset. Every time one of your pals meets a grizzly end (ugh! I like nothing better than to chew on a **gristly** end! —Ed), he's replaced with a brand spanking new, slightly less intelligent, human being.

## Unga! Bunga! Ape spit!

You'll be gobsmacked by the variety of tasks your fat 'n' hairy friends have to endure. Here's one to solve. You're faced with yet another humungous hole and there appears to be no way across.

Well, on earlier levels you find the odd spear or two, and of course, as every right-thinking Sega gamesplayer knows, you use spears to pole-vault across holes! Simple, huh?

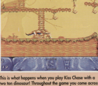
But what about your iddy-biddy buddies you've left behind? Chuck the spear back across the ledge, but make sure you don't hit a fellow tribesman! (Scummy! A human with holes in! My favourite! Grunt! Ugha! Yugha! —Paul.)

When Death deals a card, watch out! Spear-spiking, falling from a great height, being eaten by a dinosaur — they're the most popular ways to die!

Just make sure you don't expire *too* often. It's not a pretty sight! If the apes beat you in the evolution race, God knows who'll be top of the pop charts. Bananarama, perhaps?!



Chris Bonnington eat your heart out! When a Human comes up against a steep drop, he has two choices. He can act like a Lemming and take a blind jump off the edge, or take out a length of rope and slowly climb down the cliff face! However, you can't use the rope if it hasn't been invented. If that's the case, you'll have to find an alternative method of getting down!



This is what happens when you play Kiss Chase with a two ton dinosaur! Throughout the game you come across loads of these beasties. Although the temptation's great, try to avoid kissing them if poss!



Left: The lads are in the Ice Age. To keep warm, they're taking part in a spot of aerobics! Actually, they're making a Human ladder to reach the spear on the top level.

That bloke on the top platform's the witch doctor. Get his goat up and he'll turn you into a box of Swan Vestas before you can say, 'Jim Robinson!'

You start your adventure deep underground in the caves. First discover the spear. Once you know how to use it, you can progress to the outside world. Hurrah!

That dinosaur looks very hungry! Don't get too close to his mouth. You might end up on the wrong side of his tonsils!

## I'M ONLY HUMAN!

Nasty caveman: This evil chap's from a rival tribe. He really hates Humans! Get ready to dodge the spears he throws!

Witch doctor: The most powerful member of your tribe. If you need an invention, this geezer can create one— for a price!

Dinosaur: Never trust a dinosaur, especially when it's hungry! If a Human strays near a dinosaur's mouth, he'll eat him.

Flying dinosaur: Unlike it's land-stalking brother, this dinosaur's actually helpful. Hop on his back and it carries you around the level.

Rope: Fed up with falling off cliffs? Make sure you know how to use the rope. It saves making those Human ladders. Hurrah!

Spear: The spear's the most widely used of all the inventions. It lets you jump over gaps and kill unwanted visitors. Take note pesky dinosaurs!

Wheel: Well it had to appear in the game somewhere! The wheel's used for jumping over gaps which spears can't bridge.

Torch: Let there be light! Ta da! Now you can set light to bushes, clear pathways and ward off nasty beasties with ease!

## Ade ughs... *'A TOUGH GAME WITH LOADS OF LEVELS'*

I imagined *Humans* to be a total *Lemmings* rip-off. Fortunately, it's not. The scenario's really clever. The evolution theme makes for an enjoyable romp.

The gameplay's slightly more involved than *Lemmings* and the visuals are clearer and more detailed. The humans are well drawn and nicely animated. It's easy to see what's going on and who's doing what; this was a birrova problem where our green-haired critters were concerned.

There's a great humour element throughout. The smart intro sequence and between-level affairs are hilarious. Oh, and watch the guys playing instruments on the hi-scores table.

Sound's implemented really well. There are loads of club-waggling soundtracks and some corking FX and samples.

*Humans* is a tough game with loads of levels to tackle. But like Paul, I worry the whole caboodle's a little samey.

Plus, it gets frustrating in places. It can take an age getting all your bods to a particular point in the level, then you realise the bloke with the relevant bits ain't in the right place, or has purchased the tool you most needed.

This aside, *Humans* is original in places and makes you think long and hard (which isn't a bad thing). You won't finish *this* in the blink of an eye.

***ADE 84%***

How the hell did that dinosaur get up among those trees? Don't tell us he sprouted wings and flew up else you'll get a clip round the ear!

How you gonna reach your mates on the other side of the water? Best bet's to go up the ladder and find a spear, then jump over the water and grab your buddies.




## Paul smiles... *'DETAILED'*

We've seen a load of 'god sims' recently but this is the first human sim I've clapped eyes on. As a *Lemmings*-type puzzler, it ain't too bad. It's nicely presented, with a funny intro-cum-title sequence and loads of options, including a password system which allows you to save the game.

Start playing and the first things you notice are the graphics and sound. The humans are nicely defined, cavemen-like to a 'tee' in orange loincloths which flap around in the breeze! The backgrounds are full of colour and life and make *Humans* more appealing to the eye.

The sound consists of funky soundtracks and loads of Neanderthal sound FX. There's a speech sample at the start of the game which sounds suspiciously like the noise the *Lemmings* make as they plunge from the sky (surely not?! —Ade).

Gameplay's generally very good, although I have a couple of niggles. The first is the control method. The buttons are slow to respond at times: more often than not, you end up doing completely the opposite to what you intended!

My other gripe is some of the levels are just too samey. Every time you discover an invention (you don't create anything, you just find things lying about!), you have to play through three levels using that one invention. Okay, fair's fair, but there's only so much fun to be had with a wheel, don't you agree?

If *Humans* was a tad more user-friendly, I'd have no hesitation in giving it a Smash. Nevertheless, it still gets the Wooding recommendation. Just be prepared for a small amount of boredom and frustration. It's good, but not human-gously good (groan! —Ade).

***PAUL 82%***

Fred: A warm and affectionate caveman. His hobbies include needle work and mass bigamy! His job on this level is to trot onto the platform underneath the spear and start the foundations of a Human ladder.

Jim: The brains of the outfit. Jim has the unenviable task of being second in the Human ladder. That means he has to have his head very near a fellow Human's loin cloth! Judging by the state of the clothes, the smell won't be too appealing!

You've wiped your tribe out and this is the result! The ape has got the Ferrai and you're left with the banana! Sickening, huh? Looks like it's back to the drawing board, unless of course you noted your password, in which case, you start on the level where you died! There are 80 stages in all. Your old grey matter's gonna take a birrova knock if you're gonna solve all the tricks and traps between here and full-blown evolution! Get cracking!

Left: Here's a perfect example of what to do when confronted by a doddering dinosaur! First and foremost, show no fear! Don't let the dinosaur know you're scared, even though your loin cloth's turning brown! Secondly, make sure you have something to wave at the said beast to keep it a bay. Finally, make sure you've got a clear escape route—you'll need it!

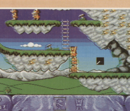
There's loads going on here! Spears, wheels and torches are required to get your Humans off this level. Suss out what does what and remember—that timer's tickin'!



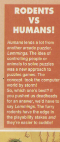
The spear: This is what the Humans are trying to reach. They must form a ladder underneath the platform to get onto the ledge where the spear rests. Sounds fairly easy, but remember, you're up against a tight time limit. Get to it!

Brian: The lad under the spear. He's the chap who clambers up the Human ladder and retrieves the said object. Simply press Up when the ladder's high enough.

Dave: Poor old Dave! He's got miles to walk to the top of the level. Then, he has to climb the ladder!



Above: In the fields. The Humans are *still* trying to be first in the evolution race! If you lose all your Humans, or haven't enough to complete a level, it's curtains for your tribe! Make sure you don't go wasting all your buddies!



## RODENTS VS HUMANS!

*Humans* lends a lot from another arcade puzzler, *Lemmings*. The idea of controlling people or animals to solve puzzles was a new approach to puzzles games. The concept took the computer world by storm!
So, which one's best? If you pushed us deadheads for an answer, we'd have to say *Lemmings*. The furry rodents have the edge in the playability stakes *and* they're easier to cuddle!




In many of the levels you must kill a dinosaur and rescue one of the Humans.




Is that a totem pole by that tee pee? No! These Humans are making a ladder! But what's that Human doing on the back of a prehistoric bird? Perhaps he's trying to reach that platform on the left which is too far away for a spear to land on .

## Mat grins... *'TERRIFIC BETWEEN-LEVEL SEQUENCES'*

Cor, what a great game! We've been waiting for this one to arrive for ages and it's certainly worth holding on for. It's like Christmas all over again!

Comparisons to *Lemmings* are inevitable but unimportant. Trying to guide your tribe to safety is just as fun and frustrating as trying to save a pack of suicidal animals and a lot more fulfilling. I mean, what has a lemming ever done for you?

Although you don't exactly discover fire, the wheel or the spear, adding these artifacts to your tribe increases the interest factor. Watching a caveman riding around on a wheel is well weird! It's like a prehistoric circus act!

Visually, *Humans* isn't that impressive. A lot of attention has gone into the gameplay and levels but you can't help imagining how much better the graphics could be.

That aside, their are some t'rrific between-level sequences that'll bring a chuckle to your cheeky face! The humans can be really daft!

The controls aren't easy to remember. There were numerous times when I pressed the wrong button and ended up as dinosaur food.

Bearing all of this in mind, I'm definitely looking forward to the next chapter in the *Humans* saga. Let's hope it's every bit as awesome as this prehistoric offering!

***MAT 84%***



## SF Rating

**85 PRESENTATION**
● Smart intro sequence, difficulty levels, continues, sound test, restart level

**83 VISUALS**
● Smart, detailed backdrops. Nicely animated, well drawn sprites

**80 SONICS**
● Some good spot FX and samples, more would've been nice. Great soundtrack

**77 PLAYABILITY**
● A good puzzler, but sluggish to control in places and gets a little samey

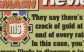
**84 LASTABILITY**
● There are 80 levels, some really tough. This will take a few months to complete



**83 FORCE**
● A great puzzle game. Gets samey in places. Nevertheless, gets the SF recommendation!



● **PRODUCER: IMAGITEC/GAMETEK**
● **MD: TBA**
● **PLAYERS: 1** ● **PRICE: £39.99**







**They say there's a crock of gold at the end of every rainbow. In this case, you're more likely to discover a tank, vampire or spider! They're nasty but oh-so cute!**

Once upon a time, around the time the *Bubble Bobble* coin-op arrived (strangely enough), a crooked ugly wizard called Baron Von Blubba struggled for power. Two heroic twin brothers, Bub and Bob, constantly thwarted his plans... until Von Blubba turned them into tubby little dragons and locked them in his dungeons!

But the bubbling beasts defeated Blubba's minions, floated out of his prison and stopped the Baron himself. Returned to human form, Bub and Bob built a group of beautiful holiday islands for their friends and tourists.

The idyllic islands aren't so peaceful anymore! Masses of sneaky creatures led by a certain vile villain (any guesses?!) have captured the inhabitants and taken over. Only Bub and Bob escaped Blubba's clutches so it's their task to restore freedom.

Unlike the coin-op and other conversions, MS *Rainbow Islands* is a one-player game only: it's just you guiding bouncing Bub (or is it Bob? Hard to tell with identical twins!) through vertically-scrolling game worlds.

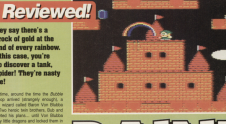
Each divided into further sub-levels, the seven anarchic archipelagos have a theme. The opening Insect Island, for example, is populated by caterpillars, beetles and spiders, while the following Combat Island has tanks, jets and missile launchers. There's a fat baddy at the end of each isle, too, like Monster Island's giant vampire and an unhappy mutant clown on Toy Island.

Don't panic! Bub's armed with magical rainbows which knock out creatures, leaving collectable food, stars or gems behind. Bonus items bestow power-ups, such as extra speed, star bombs, rapid-fire rainbows and even double 'bows.

Bub can walk on the remarkably solid rainbows, using them as temporary bridges — they flicker and fall after a few seconds. Jumping on them knocks them out the sky, flattening foes on the way down.

With rainbows to cast, bonuses to grab and islands to free, you're gonna have your hands full if you choose to take on Von Blubba and co!

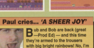
The first level's a nice, easy introduction into the game. The baddies aren't as intelligent as on the later islands so you can practise your rainbow techniques.



Who's that sitting on top of the castle? Why, it's Bub! But he shouldn't hang around there for too long — if you dawdle on any of the levels, the screen starts to flood with water, then it's a mad scramble to get to the end of the level before you drown! So start making rainbows and climb up the screen as fast as your little legs will carry you! There are loads of bonuses and special weapons to pick up if you know how to make them appear!





## Paul cries... *'A SHEER JOY'*

Bub and Bob are back (great —Prod Ed) — and this time they're armed to the trousers with big bright rainbows! No, I'm not on any kind of artificial stimulant, this really is a game about two ex-dragons who fire rainbows at loads of different baddies.

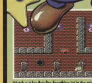
Sounds weird? It should be — it is, after all, the follow-up to my all-time favourite game, *Bubble Bobble*. That game was an excellent MS platform romp and I'm glad to say *Rainbow Islands* is just as good, if not better, than its predecessor.

In-game presentation has been improved with brighter graphics and louder, more cutesy sound. Sega have another great MS game here!

The gameplay takes a little getting used to — after all, it can't be that easy walking on rainbows, can it?! But once you get used to bounding up platforms, dishing out rainbows, it becomes a sheer joy to play. You'll come back to *Rainbow Islands* time and time again

If you thought the MS was on its way out, think again. It may well be overshadowed by its 16-bit brother, but as long as companies produce games like this, the future of the machine is safe.

*Rainbow Islands* is a classic. Buy it, play it and enjoy it! ***PAUL 90%***



Watch out for that fire-breathing jet in the middle of the screen! It works out where you are then sends out flame!





Just two of the end-of-level guardians Bub has to face in his quest to free the islands from the curse that's been cast upon them. Reckon you're up to it? Course you are!

## Warren smiles... *'A TRUE CLASSIC. BUY IT!'*

At long last! The second (and best) instalment of the Bub 'n' Bob game trilogy is on the Master System! Both *Bubble Bobble* and *Parasol Stars* offer hours of frantic fun but *Rainbow Islands* is a true classic.

The vertically-scrolling levels are unusual for those new to the game — we're all so used to horizontal platformers — but open up the screen-scaling bounds introduced in *Bubble Bobble*. It literally opens up a whole new dimension.

Using the swiftly and sharply drawn rainbows, *Rainbow Islands* becomes a sort of DIY game in places — you decide where the colourful platforms should be. With a little practice, you can use rainbows to zigzag up the screen in double-quick time.

But of course, they're also weapons. At first, you're likely to use them as short-range curving missiles (awkward!), but in different situations you learn to use them in different ways. You can kill creatures on platforms above or to one side, trap them under the curve and hop on rainbows to send them crashing onto enemies.

Backgrounds are bright and clear, sprites are small but well defined. *Everything*'s cute in *Rainbow Islands*, even big end-of-level guardians like the vampire (*Drac-lee-errr!* —Everyone in the office), and there's top quality music to match.

With multi-purpose, multi-colour arches at your disposal and all manner of bonuses to discover, the *Rainbow Islands* have a lot to offer.

It's a great MS game, speedy, smooth and highly playable. If you liked *New Zealand Story*, you'll love this. Buy it!

***WARREN 92%***

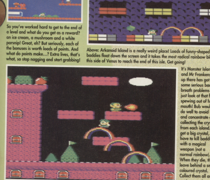
On the robot level, all sorts of baddies try and hinder Bub's quest. Watch out for heat-seeking missiles and roving sets of pliers. Don't jump too high when you're under spikes 'cos you'll get more than a nasty headache! Remember to collect all the vases for extra rainbow power!

# OW ISLANDS

Right: Spooky ghosts and creepy crypts abound as Bub tackles Monster Island!

So you've worked hard to get to the end of a level and what do you get as a reward? an ice cream, a mushroom and a white parsnip! Great, eh? But seriously, each of the bonuses is worth loads of points. And what do points make...? Extra lives, that's what, so stop nagging and start grabbing!

Above: Arkanoid Island is a really weird place! Loads of funny-shaped baddies float down the screen and it takes the most radical rainbow blaster this side of Venus to reach the end of this isle. Get going!



It's Monster Island and Mr Frankenstein up there has got some serious bad breath problems — just look at that fire spewing out of his mouth! Bub would do well to avoid him and concentrate on collecting the crystals from each island. To get a big crystal, you have to kill baddies with a magical weapon (not a normal rainbow). When they die, they leave behind a small coloured crystal. Collect them all and you're away!



## SF Rating

**40 PRESENTATION**
● No two-player game or options. Score displayed between levels/lives, continues

**93 VISUALS**
● Varied, detailed sprites, colourful levels, smooth scrolling and chunky guardians!

**84 SONICS**
● Some of the best MS tunes, using excellent sounds. Twee, but that's *Rainbow Islands*!

**94 PLAYABILITY**
● Bounding ever upward, flattening likkle creatures with rainbows, is irresistible fun

**89 LASTABILITY**
● Takes time to master the 'bows and there are seven multi-stage islands. A touch easy

**91 FORCE**
● A fast, frantic platform frolic! A superb coin-op excellently converted to 8-bit Sega

● PRODUCER: SEGA
● MS: TBA
● PLAYERS: 1 ● PRICE: TBA




**As the championship race hots up, US Gold give MD owners the chance to take their favourite club to glory. Lace up your boots, sharpen your studs and get ready to kick off!**

Picture this: it's Saturday afternoon, three o'clock, and you're off to the match. Now picture *this*: it's Saturday night, five o'clock, and you're on your way home after seeing your team thrashed 4–0! You want to get even, you want to wipe the smile off the other team's face, so what do you do? Boot up *Super Kick Off* and give the MD a good going-over!

When you start the game you immediately notice the wealth of options. *Super Kick Off* lets you play in three different cups and two different leagues (European and home) and arrange a friendly match.

You can design your tactics to a great extent and assign players to mark specific members of the opposing team, as well as organising your team in various offensive and defensive formations. You can even change the strip colour (I always thought the Villa should play in pink... wonder why?!).

When you've made your tactical choices, it's time to decide how you want to play the game. You can alter the length of each half, set extra time and penalties and even choose whether you want aftertouch or not. Finally, toss a coin and take to the field.

This game proper is familiar to MS and GG owners. The pitch is viewed from above and has a radar display on the left-hand side of the screen.

The players are a lot bigger than in 8-bit versions so they move around in a more realistic manner, but controlling players when they have the ball is very tricky. You need lots of practice before *Kick Off* becomes second nature.

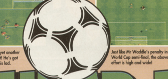
All the free kick and corner controls are included so it's still very realistic, except you can't control goal kicks fully, which tends to turn it into a Wimbledon-style exhibition of hit-and-hope footie.

*Super Kick Off* is the most realistic footie sim to date and promises to be a big hit. If you fancy leading Birmingham City to European glory (Nelson's got more chance of getting his eye back!), *Super Kick Off* could be for you.

As unbelievable as it may sound, Albion have equalised against the mighty Manchester United! The options editor in *Super Kick Off* allows entry of *any* team you fancy, so if you're a Walsall fan and fancy seeing the Saddlers in the European cup, all you have to do is know how to use the options! Mind you, that striker looks a little bit offside to me! Perhaps the replay will prove conclusive. Over to you, Greavsie!

The goalie comes for yet another 50–50 ball and gets it! He's got nerves of steel, has this lad.

Just like Mr Waddle's penalty in the World Cup semi-final, the above effort is high and wide!




These are the dreaded options boxes themselves! The animation in the boxes is nice but when they all appear onscreen together, things get too confusing.

## Paul chants... 'IT PLAYS LIKE A DREAM!'



This is what I've been waiting for! The chance to take Albion to the UEFA Cup final! And now at last... I can't 'cos Albion aren't in *Kick Off*! But that doesn't matter 'cos this is still the best football game for the MD, despite one major fault which nearly spoils the whole thing.

It plays like a dream. The players sprint around the pitch at a right old pace and goal mouth incidents are a common occurrence. The goal kicks are a bit hit and miss, and the tackling system still seems to favour the player with the ball, but *Super Kick Off* still plays great.

So what's the flaw? The wealth of options are displayed in the most unfriendly and confusing manner! You haven't got a clue what most options are without delving into the manual. When you know what they mean, you still haven't got a clue what you've selected and more often than not go round in circles on one of the sub-screens. The temptation to switch off is almost insurmountable!

Why oh why did they pranny about with the options? The boxed text used on the computer *and* Master System versions are more than adequate, but now the whole thing's very confusing.

Sorry, US Gold, you've tainted a really good game. I'd give it 40% for presentation and 95% for the actual gameplay if I could! Fantastic football action fouled by fumbling options. **PAUL 80%**



Now that's how to take a penalty! The lad takes a decent run up and plants the ball high and hard into the top left-hand corner of the net, leaving the goalkeeper stranded.




## Ade yells... 'THE BEST!'

After the successful conversion of *European Club Soccer*, US Gold commence battle by releasing their own soccer smash. So what's the score? *Super Kick Off* is good, but not stunning. The graphics are of the high standard expected of the Mega Drive. Soccer addicts who've seen other versions will be glad to hear the player sprites are bigger and much clearer.

*Kick Off* has loads and loads of options. There's the usual two-player mode, time per half and type of pitch to play on. The game speed option's useful, but the slow option can be a bit of a drag.

There are 16 European teams to choose from to win the League Championship, Cup and European Cup titles. An additional International Cup involves eight countries. You can even design you own kit and alter the colour of the players' hair!

The trouble is, the way you choose options is very confusing. The cluttered bubbles which denote each option only hinder your quest to play soccer!

Overall, the football action's good. It's not quite up to the standard of its 16-bit computer brothers but easily the best on the MD. The awkward option screens mar the overall impression but I'm not as upset about it as Paul. Then again, I'm not a total football sad case (oi! —Paul). **ADE 79%**

Left: Another assault on the Albion goal and the question has to be asked, how long can their defence hold out? The control method's far superior to any other footie sim available for the MD. The ball doesn't stick to your foot, instead you have to do some pretty stunning dribbling with the ball to take on the opposition's defences. The best move is to pass the ball around until you're in front of the goal then line up the shot and shoot! The computer goalies are pretty sharp, though.

Above left: The kit designer's a real laugh. Look at the kit Paul designed for the Baggies! Very tasteful, we don't think! At least it might put the opposition off their game. Above right: England have won the toss in this very important friendly against le Swiss National XI.

A 20-yard drive into the corner of the net!

Above: Yet another move is broken down by the exceptionally talented goalkeeper. It gets frustrating when you run into the box, only to be tackled by the obscenely talented number one. Oh well, back to defending.

## SF Rating

**45 PRESENTATION**
● Loads of options, which is great. Awful presentation, which isn't so hot!

**82 VISUALS**
● Loads of colourful, smoothly animated player sprites, great scrolling

**78 SONICS**
● Nice tunes and atmospheric crowd chants

**84 PLAYABILITY**
● Get through the 'option jungle' and you find in-game controls come naturally

**80 LASTABILITY**
● Great gameplay make this one game you'll never tire of

**79 FORCE**
● Great football action let down by poor presentation. Still well worth buying, though

● PRODUCER: US GOLD
● MD: MID-APRIL
● PLAYERS: 1-2 ● PRICE: £39.99

# AS SEEN ON TEE-VEE!

## Win! Win! WITH SEGA FORCE AND U.S. GOLD




**Join SEGA FORCE and US Gold at the 19th hole with our mega-exclusive World Class Leaderboard competition!**

Our mates **US Gold** have certainly got a thing about sports games! There's *Olympic Gold*, *Super Kick Off* and their golfing sim, *World Class Leaderboard*.

We've got together with the Brummie big guys to arrange a barnstorming *World Class Leaderboard* competition! The golfing game's available on all three systems. It's incredibly realistic, with four courses to choose, more than six types of club, panoramic views of each fairway, true-to-life ball control and player action. As for the prizes, well, we think you'll be gobsmacked! If it's raining and you can't get down to your local golf course, why not tune into the golfing tournament on your very own colour TV?! Yes, it's true!

And not only that, you can catch all the latest news on your fave sports at the press of a button. The set comes with full remote control and Teletext!

## Watch the birdie!

First prize winner receives the TV and a copy of *World Class Leaderboard*. The second prizewinner grabs a portable stereo cassette system with radio (listen to Kylie while practising your putting!) and a copy of *WCL*. Each of five runners-up wins a *World Class Leaderboard* cart.

Answer the three questions on the back of a postcard or sealed-down envelope and state which **Sega** machine you have. We've gotta know what version of *World Class Leaderboard* to send ya! Get your entries to us by **1 April, 1993**.

The address is: **Have you got one under par, Mum?, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW**. And good luck!

**1. What do golfers usually shout to warn others they've hit the ball?**
a. Shift!
b. Geronimo!
c. Fore!

**2. How many courses are there in *World Class Leaderboard*?**
a. Eight
b. Four
c. Six

**3. Which of the following is a golf club?**
a. Four iron
b. Two Ronnies
c. Three bears

Tina Turner

Michael Bolton





Gloria Estefan

Erasure

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C93

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**Complete list using scale** **Rating**

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|---|---|---|
| LIKE THE SONG | | 1 |
| DON'T LIKE THE SONG | | 2 |
| DON'T KNOW THE SONG | | 3 |
| | | |
| SHAKESPEARS SISTER | *STAY* | |
| LIONEL RICHIE | *MY DESTINY* | |
| BANGLES | *ETERNAL FLAME* | |
| RICHARD MARX | *HAZARD* | |
| BELINDA CARLISLE | *HEAVEN IS A PLACE ON EARTH* | |
| WET WET WET | *GOODNIGHT GIRL* | |
| POLICE | *EVERY BREATH YOU TAKE* | |
| ANNIE LENNOX | *WALKING ON BROKEN GLASS* | |
| U2 | *I STILL HAVEN'T FOUND WHAT I'M LOOKING FOR* | |
| MADONNA | *LIKE A PRAYER* | |
| SNAP | *RHYTHM IS A DANCER* | |
| PAUL YOUNG | *LOVE OF THE COMMON PEOPLE* | |
| CHER | *SHOOP SHOOP SONG* | |
| KWS | *PLEASE DON'T GO* | |
| DIRE STRAITS | *WALK OF LIFE* | |
| TAMMY WYNETTE/KLF | *JUSTIFIED AND ANCIENT* | |
| HUMAN LEAGUE | *DON'T YOU WANT ME* | |
| JON SECADA | *JUST ANOTHER DAY* | |
| SIMPLY RED | *SOMETHING GOT ME STARTED* | |
| ALISON MOYET | *ALL CRIED OUT* | |
| ROBERT PALMER | *ADDICTED TO LOVE* | |
| ROY ORBISON | *I DROVE ALL NIGHT* | |
| UB40 | *RED RED WINE* | |
| BRYAN ADAMS | *EVERYTHING I DO* | |
| REM | *LOSING MY RELIGION* | |
| QUEEN | *BOHEMIAN RHAPSODY* | |
| SEAL | *KILLER* | |
| GEORGE MICHAEL/ELTON JOHN | *DON'T LET THE SUN GO DOWN ON ME* | |
| SIMPLY RED | *IF YOU DON'T KNOW ME BY NOW* | |
| PHIL COLLINS | *ANOTHER DAY IN PARADISE* | |
| EURYTHMICS | *SWEET DREAMS* | |
| TEARS FOR FEARS | *EVERYBODY WANTS TO RULE THE WORLD* | |
| GENESIS | *INVISIBLE TOUCH* | |
| MICHAEL JACKSON | *BLACK OR WHITE* | |
| ERASURE | *TAKE A CHANCE ON ME* | |
| LISA STANSFIELD | *CHANGE* | |
| MICHAEL BOLTON | *LOVE IS A WONDERFUL THING* | |
| DEACON BLUE | *REAL GONE KID* | |
| HEART | *ALONE* | |
| ELTON JOHN | *SACRIFICE* | |
| INXS | *NEED YOU TONIGHT* | |
| TINA TURNER | *THE BEST* | |

INDICATE BELOW ANY OTHER SONG YOU THINK SHOULD BE INCLUDED IN THIS LIST:-

Pick either Baloo or Kit to tackle the platform levels in Disney's Talespin! There's also ace air action.



# TALESPIN

**Tom and Jerry, Mickey, Donald... they've all queued to appear on the Game Gear. Now it's Kit and Baloo's turn in yet another cartoon tie-in. The MD game was no great shakes. Can the SF crew 'bear' to play it again?**

Kit and Baloo aren't as famous as the mice, ducks, rabbits etc of the cartoon world. Baloo's a hulking great bear who owns a business, 'Higher For Hire', delivering cargo by plane. Kit's a wee bear who helps Baloo when he comes to blows with arch rival Shere Khan.

The two-high flying heroes have taken on a challenge. They have just seven days to outwit Khan and his cohorts, Don Karnage and the Air Pirates, and gain a lucrative contract their company desperately needs.

In GG *Talespin*, you have the choice of playing Baloo or Kit. You travel through nine different locations around the world, by plane or on foot, collecting cargo as you go. Grab as much as you can or Khan gets the contract.

Each stage scrolls vertically or horizontally and is made up of numerous ledges and platforms. Jump on springs, rooftops and jets of water to reach higher levels.

Cargo's found in yellow boxes; stand on 'em to collect what's inside. When you've sufficient freight, you're allowed to leave the level and enter the airport.

Snakes, seagulls and fire demons are out to get ya! If you play Baloo, your means of defence is a sphere on a piece of elastic! Kit has an endless supply of balls.

At airports, you come face to face with a single bad guy. Keep firing and zap all his strength.

In the air, you battle Don and his Pirates. They come at ya thick 'n' fast and drain life force. Grab the floating icons for extra weapons, lives etc

Will you survive the challenge in one piece or will fur fly in full effect?

## Paul scowls... *'SAME AS MD'*

You deadheads who read Issue 13 know the MD version of *Talespin* ain't too hot. You'd think Sega would improve the gameplay before releasing the GG version, wouldn't you?

Well, think again, because the GG game's the same as its big brother in every department, right down to the annoying tune that bleeps throughout the game! Yes folks, us lucky Game Gear owners can relive the tedium of collecting tea chests and dodging seagulls while tapping our toes to the most grinding soundtrack ever created. How lucky we are... not!

In my opinion, *Talespin* was, and still is, dead average. Monotonous gameplay and a boring plot make it instantly forgettable. It plays exactly the same over all the levels (except for the shoot-'em-up bit) and once you suss out how to dodge the baddies, it's easily completed.

Do yourself a favour and avoid *Talespin*. There are loads of decent GG games, mainly thanks to Sega themselves, so the question has to be asked, if they can make great games like *Master Of Darkness* and *Defenders Of Oasis*, why oh why do they release crud like this? ***PAUL 52%***

## Ade growls... *'I CAN'T RECOMMEND THIS!'*

I know the lads weren't all that impressed with the Mega Drive version, so I wasn't sure whether I wanted to play the GG game.

I wish I hadn't! *Talespin*'s another wasted cartoon licence. Even though I loath *Tom and Jerry*, at least the handheld version has a cartoony feel to it.

There's a little more playability in *Talespin* and a fair sprinkling of lastability, but the whole caboodle gets extremely tedious after a short while. Leaping around collecting cargo's not the most enthralling pastime. Even the flying sequences didn't stifle the odd yawn or ten.

The characters aren't particularly well animated and jump around as though they're in outer space! The graphics are nothing to shout about. They're dark and dreary, a touch flickery and it's hard to see what's going on in places.

I can't recommend *Talespin*. There are far better GG games around. ***ADE 51%***



Complete a level and take on a tough boss in order to progress to the next stage.

## SF Rating

**52 PRESENTATION**
● A little flat, really. No options, status display when you press pause. Continues

**58 VISUALS**
● Tiny sprites, hard to see in certain areas. Bland colours, dark backdrops

**49 SONICS**
● Irritating theme and soundtracks for each level. We hardly noticed the FX!

**62 PLAYABILITY**
● More could've been done. Even the flying sequences get monotonous

**49 LASTABILITY**
● Like *Tom and Jerry*, it's fairly easy. A few days' play and you'll complete it

**52 FORCE**
● A wasted licence. Above-average gameplay but not recommended

● PRODUCER: SEGA
● GG: TBA
● PLAYERS: 1 ● PRICE: £29.99




These spiky-haired thugs are particularly violent. They like to charge at you and knock you into the water. Use the flying kick to knock them over.

# RENEGADE

**With a hero called Wayne and a damsel called Lucy, Sega's latest 8-bit beat-'em-up sounds more like lemonade than Renegade. So does it play like fizzy pop or flat beer? Read on...**

The trouble with having a girlfriend in New York is the minute you leave 'em on the street while you pop to the loo, some motorbike gang (hired by an evil boss) comes along and kidnaps them. You have to spend the whole of the weekend up to your eyeballs in fists trying to find 'em!

Such is the case with Wayne. His nearest and dearest, Lucy, has gone missing and he just *has* to find her. Off he sets, armed only with his wits, a Pierre Cardin shirt and deadly knowledge of the martial arts. Wayne can call on one of his friends for a two-player battle.

The first scene is down in the subway, where knife-wielding maniacs surround you. They're not very sporting and love to gang up on you.

Thanks to the control method, lethal back-kicks and overarm throws can be used, so when you've got your back to an opponent, you can kick crud out of 'em while punching the bloke in front of you! Other moves include a standing kick, knee butt and flying kick.

After two stages of normal fighting, you face an end-of-level baddy. These come in all shapes and sizes, though most of them have a skinhead haircut (probably use the same barber as Ade!).

Later levels include docks, palaces and even a motorway, where you get the chance to ride a Harley while kicking other bikers off a cliff!

Dust off your knuckledusters and practice you macrame 'cos Lucy's waiting for ya. If you don't get her home in time for Oprah Winfrey she'll be well annoyed! Take to the streets and dish out some action. It's a tough world out there so you've got to be tougher. Can you handle all out action and excitement? You better pal!

The subway system's full of thugs and punks — just like the real thing!

## Warren snaps... 'SWITCH IT OFF'

You might think *Renegade*'s a completely new game. It's new to the MS, but the concept is so old it won't thrill 8-bit fans. The gameplay of the *Renegade* coin-op was *Double Dragon* but with grittier, graphics and moves. Translated to the Master System, the visuals have lost their edge.

Sprites are attired in jeans and T-shirts and sport slicked-back hairstyles. They hobble around in basic animation and fight in remarkably tidy streets. Likewise, music and FX are bland and inoffensive.

I have to disagree with Paul. Yes, the baddies come thick and fast, and the control system's clever. But play a level or two and there's little variety in moves and gameplay.

I found it all rather dull actually. You'd better try this before parting with your dosh.

***WARREN 55%***

Barry Sheen, eat your heart out! Kick the thugs off their bikes and over the cliff edge.

## Paul snarls... 'KNUCKLE-BUSTING ACTION!'

What a refreshing change, an ancient 8-bit computer game converted to the MS. Admittedly, this doesn't sound too hot an idea, but when I tell you *Renegade* was a great beat-'em-up in its day, the idea sounds more palatable!

*Renegade* has been converted well. Unlike computer versions, the graphics aren't blocky and it moves and plays extremely well. The control method's been changed for the joypad and it's a change for the better. Moves are instinctive and because of this the action comes thick and fast.

*Renegade* offers some great knuckle-busting action to anyone who's prepared to forget about the *Streets Of Rage* and *Street Fighter II*s of this world. It's very simple without being boring and fun without being too much of a pushover. You'll probably complete it in a day or so but you've always got the two-player option to keep coming back to.

If you want an MS game with that magic ingredient — fun! — you could do much worse than to check out *Renegade*.

***PAUL 79%***

## SF Rating

**78 PRESENTATION**
● Intro sequence, selectable difficulty level and two-player simultaneous game

**80 VISUALS**
● Great for an MS. Big, bold, bright and well suited to the game

**60 SONICS**
● Typical bouncy MS theme, but rock 'n' roll for a beat-em-up?!

**70 PLAYABILITY**
● Well thought-out controls. The baddies get a bit overwhelming a times

**65 LASTABILITY**
● On Hard level it won't take long to. The two-player option is more fun

**67 FORCE**
● Above-average beat-'em-up. Definitely worth a look

● PRODUCER: SEGA
● MS: OUT NOW
● PLAYERS: 1-2 ● PRICE: £34.99




Right: Evander Holyfield's a lean, mean fighting machine! Use a combination of punches to send your opponent reeling. Blocking punches cuts down on damage.

# EVANDER HOLYFIELD BOXING

**Ready for hard-hitting handheld action? Reckon you can handle some of the world's toughest boxers? Then get ready for the GG's latest boxing game — it packs a mean punch!**

What do you do when your boxing career's nearing the end of its life? Set up a hamburger joint in LA? Buy a log cabin in the Rockies and spent the rest of your life fishing? Or put your name to a Sega boxing sim?!

Evander Holyfield's game has two types of contest: a ranking tournament, in which you fight various boxers to earn a shot at the title, and the exhibition match, where you challenge any boxer to a one-off match. You decide the length and number of rounds, and if you've got a mate with a GG, you can link up and have punch-up!

You can even create your own boxer. Choose from a wide variety of faces and bodies and design his personality. You can alter his physical attributes so he delivers more punches or can keep going all night!

Before you start a fight, choose to view the game through your boxer's eyes, so all you only see his gloves, or see all of your boxer and just your opponent's mitts.

## Ade smiles... *'NOT A BAD SIM'*

I'm not a boxing fan so I wasn't eager to play this. Fortunately, I was pleasantly surprised.

*Evander Holyfield*'s not a bad boxing sim and works quite well on the Game Gear. I wasn't too taken with the perspective, mind — I like to see both boxers onscreen, not one bloke and a pair of floating gloves!

The choice of players/opponents is vast and 'build a tough guy' option's a really nice inclusion. The graphics are well above average, plenty of nice moves and animation. If you play in Reverse mode — ie, your boxer's seen in full — the visuals get a little blocky around the armpit area! Sound's okay, with a few tunes and sparse FX.

A fairly tough boxing sim, with passwords and a tournament. Well worthy of a play if you're a boxing fanatic. ***ADE 70%***

Punches are thrown using combinations of D-pad and both buttons. The key is to vary your moves to confuse your opponent.

After every round, the referees' scores are displayed. Between fights, you can improve your abilities in the gym.

Can you handle Mr Holyfield?

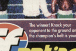
## Paul boasts... *'THE BEST BOXING GAME ON THE GG!'*

Hands up who thought *George Foreman's Boxing* was a little on the dull side. It failed to impress from the moment I played it and I resigned myself to the fact the GG couldn't cope with a realistic boxing game.

Well I was wrong, wasn't I?! *Evander Holyfield Boxing* is a fantastic boxing game which kept me glued to the GG for hours! It's fun to play and offers a great challenge as you strive to top the rankings and beat Evander himself.

The graphics are really good. The boxers are nicely animated and the gloves move realistically so you can see what kind of punches you're throwing. The sound's decent, too; good FX for landing punches and a nice count by the ref when you're on the deck! Music's a bit naff but you've got a volume switch, ain't ya?!

Gameplay impressed me the most. Moves are dead easy to execute and as soon as you suss out your favourite combinations, the action hots up. The two-player option and password facility give *Evander Holyfield* extra depth and lastability. 'Ere, Evander, cop this... *oomphh!* ***PAUL 80%***



The winner! Knock your opponent to the ground and the champion's belt is yours.




**82 PRESENTATION**
● Two-player option, exhibition and tournament fights. Create your own boxer!

**77 VISUALS**
● Good graphics throughout, especially the boxers.

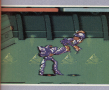
**70 SONICS**
● Average in-game tunes, good sound FX and speech

**80 PLAYABILITY**
● Easy controls but it's slightly confusing at first

**84 LASTABILITY**
● With the two-player option and tournament game, interest remains high

**81 FORCE**
● A cracking boxing game which has loads to offer

● PRODUCER: SEGA
● GG: OUT NOW
● PLAYERS: 1-2 ● PRICE: £29.99



Left: Your opponent dies when the blue energy bar drops to zero.



Right: Take charge of this futuristic robotic warrior in Cyborg Justice.

# CYBORG JUSTICE

**The SF Deadheads don't believe in law and order. They thought it was a new BBC sitcom! There ain't no comfy sofas and flowery wallpaper here, though. Barren landscapes and alien space pods are where it's at.**



Welcome to the future! Er... if it looks anything like *Cyborg Justice*, we're not sure we wanna carry on! Where once there were green fields and likkle lambs gambolling, you'll discover rocky precipices and barren wasteland. No National Anthem here, folks, 'Kill or be killed' is the nation's motto.

The human race as we know it no longer exists. Everywhere's swimming with cyborgs, metallic alien life forms who won't stop and pass the time of day with ya, no sir!

You have to prove yourself as a cyborg fighter. If you don't make the grade, there's no place for you in *this* world. Where's the justice in that?

Exactly! There *is* no justice, you're at the mercy of the cyborgs!

On the options screen, choose either Arcade or Duel mode, one or two players. For example, if you select one-player Arcade, you traipse through 15 levels, fighting each foe that approaches.

If you decide on a two-player Duel, your mate battles against you in a fight to the death. There's an option known as '3 Duel' whereby your mate takes the guise of two characters and you fight each in turn.

*Cyborg Justice* has five levels, each split into three sub-sections, and a final stage where you confront the main boss. Use a combination of button-pressing and joypad-wiggling to execute flying kicks, squat-kicks, back flips etc and wear down your opponent's energy.

That's not to say he won't do the same! He may grab you from behind and lob you over his head. Crash! Ouch! Nasty.

If you defeat the big guy, another mean mother appears. If he defeats *you*, the game ends.

At the start of '3 Duel', you can change your cyborg's body parts. For a hand weapon, choose a crusher, saw or laser flame, for example. For a body, there's a Green Ray suit or a Big Booster, and for your bottom section, why not choose jogging legs or big feet?

Once you've created your 'borg, get kickin' ass 'cos your adversaries never let up. Don't worry about being caught — there's no judge and jury in this game, remember! So are you ready for out of this world action and adventure? The world of Cyborg Justice is now here!



Above: Take that you tin-plated twit! One powerful punch knocks your opponent to the ground. Move in close again to finish the robot off with a kick to the head.

## Mat groans... *'APPALLING!'*

What have we here? A fighting game featuring you as a big robot battling other big robots. Big deal!

*Cyborg Justice* is really something else. Why Sega have seen fit to release it is beyond me. Take a look at the screenshots. Most of the levels are the same (changing the colours won't fool anyone, guys!) and graphics are hardly stunning.

The plot is unbelievably thin. It's just an excuse for you to whack the crap out of a bunch of metal morons. The moves your cyborg has are fairly limited as well. Kick, punch, block and that's about it.

Once you've defeated one robot, another lumbers along. Yawn! Even Duel mode's uninteresting.

A fighting game should provide you a suitable array of moves and a high level of challenge. Unfortunately, *Cyborg Justice* fails to deliver.

***MAT 30%***

Take on one or two opponents if you choose Duel mode.

## Ade growls... *'I COULDN'T BEAR TO PLAY THIS FOR LONG!'*

I have never played a worse beat-'em-up. *Cyborg Justice* is very boring. To look at, it reminds me of *Black Hole Assault*. That wasn't too good and this is no better.

The one-player Duel match is *so* monotonous and Arcade mode's just as bad. Spend ages fighting one bloke, then another appears, then another, and so on and so on. There are two difficulty settings but they're not much of a challenge.

Graphically, *Cyborg Justice* is nothing special. The three sections of each level are exactly the same apart from their colour. Sound's above average, themes for each level and a few thud and boom FX.

The moves are fairly basic and sometimes unresponsive, and the part select screen's nothing we haven't already seen. To be honest, I couldn't bear to play it for long. Where's the justice in releasing a game like this, eh?

***ADE 35%***

## SF Rating

**51 PRESENTATION**
● Not bad. One or two-player, '3 Duel' option, two difficulty settings. No continues

**45 VISUALS**
● Main sprites are above average, backdrops are a touch sparse and incredibly samey

**41 SONICS**
● Main themes are okay. Apart from that, just a few mediocre spot FX

**28 PLAYABILITY**
● Very boring. Two-player option's the one to go for. Sluggish controls

**30 LASTABILITY**
● 15 main levels and an end boss. Who's gonna be crazy enough to play that long?!

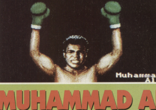
**32 FORCE**
● Could've been a great beat-'em up, but looks boring and is incredibly monotonous

● PRODUCER: SEGA
● MD: TBA
● PLAYERS: 1-2 ● PRICE: £39.99

SEGA FORCE SMASH **Reviewed!**




Below: Game options let you select your boxer and the number of players. Arcade mode gives you simplified controls and Simulation mode increases the moves your boxer has.




Left: In the late sixties and early seventies there was only one true great boxer, Muhammad Ali! He was the unbeatable champion for years and now Virgin Games have transformed the world's living legend into a stunning console game. Unlike previous boxing games this one offers a wealth of options and realistic fighting action for real sports fans!

# MUHAMMAD ALI HEA[VYWEIGHT] BOXI[NG]

**'Ah can whup anyone in the ring! Ah am the greatest!' — and that's just how the Deadheads boast when they play tiddlywinks. Let's see how they fare in a real match.**

Turn the clock back to the late Seventies and focus on the sport of boxing. The world was being taken by storm by one of the greatest fighters ever seen: Muhammad Ali.

No one had seen anything like him. He was a talented boxer — fast, furious and brutal — and a media star with a sharp sense of humour. His catchphrases were on everyone's lips; 'Float like a butterfly and sting like a bee!' brought smiles to sports fans all over the world.

Here was a real star. A man who trained hard, fought hard and left the fans wanting more.

Now, almost 20 years since the reign of this world champion, Virgin Games have released this stunning boxing simulation.

As with most boxing games, the action's fairly standard. Two competitors face each other in 12 rounds. There are loads of fighters to choose from, including Muhammad Ali himself. This is a one or two-player game that can be played in various modes.

Exhibition matches are one-off fights where the first player to score a KO is the winner. In Tournament mode, you fight your way through various boxers in a competition circuit.

Options also include Arcade or Simulation game. Arcade mode simplifies the controls to basic punches and jabs. Master that and choose Simulation, giving more control over boxers' moves and increasing the skill level.

For fighters and fans alike, there's only one King of the Ring: Muhammad Ali! SF

Left: Each fight takes place over twelve rounds. The winner is the fighter who is left standing after these rounds. Survive the rounds or beat your opponent with a single knockout. In one-player mode the first few fighters are pretty easy to beat. Don't expect an easy ride though! The tough guys await you later in the game.

## Mat gasps... *'PACKS A PUNCH'*

**The choice of MD boxing games is pretty poor. The only one worth playing is *Evander Holyfield's 'Real Deal' Boxing*. But here comes a game to steal the winner's belt from any pretender to the boxing throne!**

***Muhammad Ali Heavyweight Boxing* is a real stunner of a cart. Fast action and superb gameplay combine to make an instantly playable game.**

**The choice of fighters is good, with some strange names to pick from such as Bruno Franko (?), Tommy Hammer and Bart Rambler! Each fighter has his own range of moves to master.**

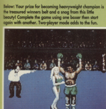
**Although there are 12 rounds to fight over, it's best to get a KO early on. This means you can save your strength and skill for tougher boxers later in the game. Although it shouldn't take you long to finish, you can always pick another fighter, learn his moves and start all over again.**

***Muhammad Ali*'s best played in two-player Simulation mode, where you and a friend slug it out using a wide range of moves.**

**Graphics are great. All fighters are smoothly and swiftly animated. Add bone-crunching sound FX and you have an excellent game. Looks like Virgin have done it again!**

***MAT 89%***

Below: Your prize for becoming heavyweight champion is the treasured winners belt and a snog from this little beauty! Complete the game using one boxer then start again with another. Two-player mode adds to the fun.



## Paul proclaims... *'A HARD-HITTING WINNER!'*

Boxing games aren't exactly my cup of tea. I'd rather kick a leather sack around the park than stand face to face with a human JCB! So with reserved excitement, I donned my gloves and entered the ring.

Boy, am I glad I did! *Muhammad Ali's Boxing* is the best boxing sim I've ever played. The presentation, graphics, sound and gameplay are all of the highest calibre. Two game types give hours of frantic fighting action without damaging your brain cells!

With all its options and moves, you'd be forgiven for thinking *Muhammad Ali's* difficult to control. Well, it ain't! Moves come instinctively and after a short time you'll be upper-cutting and body-blowing to your heart's content!

By the end of the fifth round I was totally taken by Ali and his chums. If you fancy a different beat-'em-up, look no further than *Muhammad Ali's Heavyweight Boxing*. It's a hard-hitting winner!

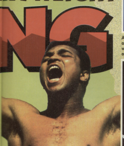
***PAUL 92%***

# EAVYWEIGHT

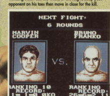




The referee is always there to make sure that there's no fowl play. And no, you can't hit him!



Above: Fancy a dance, darlin'? Nifty footwork and fast fists are needed in *Muhammad Ali's Heavyweight Boxing*, not waltzing skills! Use the whole of the ring to keep your opponent on his toes then move in close for the kill.






The champion! Send your opponent to the canvas for the count of ten and you win.



Above: Each boxer has their own statistics including height, weight, fighting record and world ranking.

Left: Knock your opponent to the ground for the count of ten. If he doesn't get up again then you've won. If you're the one who's flat on his back, press the joypad buttons to get back on your feet and fighting!

## SF Rating



**87 PRESENTATION**
- Excellent intro featuring stunning speech. Control set-up, choice of players

**82 VISUALS**
- Large fighters, smooth movement and fast action. Smart between-level scenes

**85 SONICS**
- Brilliant sampled speech, convincing sound FX but no in-game music

**79 PLAYABILITY**
- In Arcade mode, moves are limited. Simulation mode is awkward to master

**84 LASTABILITY**
- It takes time to master a fighter's moves. Opponents get tougher and faster

**90 FORCE**
- Easily the best boxing game on the MD

- PRODUCER: VIRGIN
- MD: TBA
- PLAYERS: 1-2 • PRICE: £39.99




# THE MOVIE

**Tom and Jerry race onto the small screen in search of buried treasure. But how does it compare to the MS version? Read on! It may come out tops by a cat's whisker!**

Tom and Jerry have been arch rivals for donkeys' years. With that in mind, Sega have produced a race 'n' seek game based around them.
While rooting through the attic one day, Tom found a treasure map. Eager to get his paws on the loot, our feline friend set about locating the 'X' on the map. Determined not to be left out, wee Jerry snatched the grimy bit of paper and scuttled off into the sunset.

You play Tom in this horizontally-scrolling affair and race, leap and use all your feline cunning to capture the likkle rascal. You have four energy hearts and seven continues. If you find a jar lying around, grab it, 'cos there's extra life force to be had.

Tom can look up, duck down, climb platforms and perform either a short or long leap (longer leaps are more dangerous, you may end up getting hurt!).

Loads of tricks and traps are laid on to stop you nabbing Jez. In the house (Level 1), you dodge brooms, footballs and falling lampshades.

On Level 2, Night Town, negotiate your way past shops and restaurants while dodging cola cans. Try your luck on the ship, the deserted island and in the labyrinth. Cannons, gargoyles, bats, exploding mushrooms... you name 'em, this game's got 'em!

If you get too close to Jerry, he lays a mine or drops a bomb. If Tom walks into the path of an explosion, the poor pussy's burnt to a crisp! Meow!

If you don't grab Jerry before the level's end, you encounter a nasty little beasty. On the first level it's a bulldog, Level 2 sees you at the mercy of a crab's pincers. Later there's a snake lobbing skulls!

Catch Jerry and you enter a bonus maze, where you collect hearts and chase Jerry within a time limit.

In another bonus, Jerry drops apples for Tom to catch. Beware, Jerry's a crafty creature and drops bombs, too. If you nab Jez in the maze or catch all the apples, you gain energy. Not that you really need it...

Jerry's taunting Tom again, only this time they're on a ship bound for Treasure Island. Don't let that mouse nick the treasure!

## Paul howls... *'A LET DOWN!'*

Wow! Handheld *Tom and Jerry*! Miniature mayhem with a moggy, a mouse and a ridiculously large number of continues! I'm afraid to say that possibly one of the best GG releases to date has been spoilt by the inclusion of too many continues and the *ex*clusion of any kind of challenge.

The graphics and sound are without doubt the best I've seen on the GG. Cartoon-quality animation and chirpy, jaunty tunes help make *Tom and Jerry* great fun to play.

But with just five levels of simplistic platform action, *Tom and Jerry*'s as difficult to complete as a three-piece jigsaw. I played it twice and completed it the second time round. The ending's very good but it only took me ten minutes to reach it!

If you're a young or inexperienced gamesplayer, you'll find *Tom and Jerry* quite enjoyable, otherwise it's a let-down. The best thing Sega can do is add ten levels and make the gameplay more interesting. ***PAUL 50%***



In the streets, Jerry has the advantage 'cos he can run underneath the platforms!

## Ade sighs... *'LOOKS GOOD BUT IT'S BLOOMIN EASY'*

The MS version of *Tom and Jerry* was a fairly good game but didn't capture the essence of the cartoons. The Game Gear version has a better feel, with more colourful sprites, backdrops and jaunty soundtracks.

On my first attempt I was heard to shout, 'What a good-looking game!' It's nicely presented, with good title and map screens. The sprites are huge for the GG and move beautifully— this version's slightly faster than the MS game.

The concept's pretty simple but works well and the bonus games are a nice inclusion.

Time for a 'but' — and it's a bloody big BUT — it's just too bloomin' easy! Even if you *don't* catch Jerry, reaching the end of a level's no mean feat. What a terrible shame!

Sega have a good licence, a stunning product both visually and sonically, but lastability's almost zilcho. My overall rating's for the graphics and gameplay. If GG *Tom and Jerry* was tougher, with a few extra levels, I'd give this a Smash.

***ADE 47%***



## SF Rating

**60 PRESENTATION**
● Nice title screen, intro sequence, map screen, seven continues

**81 VISUALS**
● Smart character representations, cartoony backdrops, nice animation



**70 SONICS**
● Good title tune, cartoon ditties add sense of occasion. Some good sound FX

**60 PLAYABILITY**
● Easy to control, lots of moves. Some levels are reliant on luck

**23 LASTABILITY**
● Only recommended to first-timers. Paul and Ade completed it really quickly



**48 FORCE**
● A good-looking game marred by meagre lastability. A real shame



● PRODUCER: SEGA
● GG: OUT NOW
● PLAYERS: 1 ● PRICE: £29.99



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MEGA DRIVE md **Revie**

# G-LOC AIR BATTL

**Loss Of Consciousness through G-forces? Our Paul gets dizzy in high-speed elevators — so how's he gonna cope with a jet fighter?**

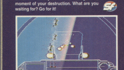
When the safety of a small country is threatened, only the intervention of a foreign power can save them. Military plans are hastily put into action and armed forces are placed on full alert. When the country in question's vital to the world's oil supply, the situation is even more serious.

This is *G-LOC*, a game which places you in the seat of an F-14 Tomcat fighter plane and sticks the afterburners on full-blast! Your mission is to fly through a country that's been taken over by oppressive forces.

At the start of each mission, your co-pilot tells you how many targets are required by headquarters. You view the battle from two locations. The first is from the aircraft cockpit, where you can lock onto targets then blast them with heat-seeking missiles, the second view is from the rear of the plane.

Once you've tackled planes in the air, you're taken down to ground level to attack enemy bases. Complete each mission and land back on the aircraft carrier to receive a massive bonus. With bonus points you can purchase extra ammunition, missiles and armour.

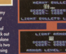
Even death can't keep a good pilot down! Continues allow you to restart the game at the exact moment of your destruction. What are you waiting for? Go for it!



Below: Complete a mission and use bonus points to buy extra weapons. Missiles are important, as is armour to protect your plane from hits.

AIR-GROUND MISSILES
SCORE- 041850
COST- 2000
CURRENT LOAD- 25

AIR-AIR MISSILES
SCORE- 052850
COST- 2000
CURRENT LOAD- 15




Below: Enemy craft usually attack in squadrons of three. Knock out the centre plane and then his two wingmen using missiles.



## Mat gasps... *'HIGH-FLYING ACTION!'*

Last issue I reviewed the disappointing CD game, *Afterburner III*. The thought of yet another flying game was almost too much to take!

However, I wasn't let down this time. *G-LOC* is really good. Although almost identical to *Afterburner III*, it's more fun to play, features better graphics and simpler gameplay. The result is high-flying action that makes you want to play time and time again.

Whereas *Afterburner III* tried to impress with stunning CD sound, gameplay itself was fairly naff. *G-LOC* loses the fancy sound and comes across as a great, addictive challenge.

Fly each mission as if it were your last! Chase a target, lock-on with the target sight and let rip with a missile. Scratch one bad guy!

Graphics are cool. Planes whiz past at high speed and explosions are often too close for comfort! Sound FX are amazing and sampled speech tells you when to fire. Extra lives and continues ensure that even novice flyers will get far into the game.

The only real gripe I have with this ace game is that when your plane's viewed from behind, it's nearly impossible to hit a target with your cannons. This can be damn frustrating when you've run out of missiles!

That aside, this is a great game Sega can be proud of. What are all you Tom Cruise wannabes waiting for? Strap yourselves in and take to the skies! One for your collection!

**MAT 80%**



Grip your stick and take to the skies for high-flying action and adventure! Whoopie!

There's a set time limit for each mission. They're all fairly tricky. Be warned!

A mission ends when you land the plane on an aircraft carrier's deck.

A successful landing earns valuable points and a hero's welcome!

Above: Low level missions require low flight over enemy territory. Knock out installations such as anti-aircraft guns and hangars. Watch out for walls on either side of the screen. A collision is fatal!

Above: The main control panel shows fuel consumption, weaponry status and aircraft damage. The radar picks up incoming fighters from every direction.

Get hit by a missile and you're toast! You start again where you left off.

Above: You're hit! On early levels, a missile hit or mid-air collision results in the destruction of your plane. Buy heavier armour to take the flak later on.

Above: Enemy aircraft fly past at high speed. Why not use afterburners to keep up with bad guys? Let 'em have it with the odd heat-seeking missile!

## Paul says... *'GOOD GRAPHICS'*

Arcade conversions are a bit thin on the ground lately, which is good news, I suppose, since it indicates software houses are spending more time producing original products. Now when an arcade conversion appears, us game-freaks tend to take a bit more notice.

The *G-LOC* coin-op has fantastic graphics and sound. These aren't totally lost on the MD, but if you're expecting something like the 360-degree rotating game seen in the big arcades, forget it! *G-LOC* on the MD is a straight-laced shoot-'em-up and reasonably entertaining for a while.

The graphics are good throughout, especially the static screens between the action. It's littered with digitised pics of flying friends who offer advice such as 'Shoot the bandits'. Helpful, eh?

Gameplay itself is a tad limited. All you have to do is fly behind planes and blast them with your cannons or missiles and dodge the occasional oncoming missile.

The action does vary occasionally. One mission sees you shooting gun emplacements in a narrow valley, in another you shoot gun emplacements in a... hang on a minute! See what I mean about variety?!

*G-LOC* was never a great game — it only achieved arcade success because of the super-fast graphics — so it wasn't gagging for a conversion to the MD. As far as graphics and sound go, *G-LOC*'s great, but it didn't do much for me.

***PAUL 70%***

## SF Rating

**78 PRESENTATION**
- Neat opening sequence, options for control set-up and difficulty level, continues

**80 VISUALS**
- Equal or better than *Afterburner III* on CD. Smooth movement, high speed action

**75 SONICS**
- High quality background tunes, good sampled speech and realistic sound FX

**80 PLAYABILITY**
- Simple, responsive controls, targets are easy to hit but get tougher and faster

**76 LASTABILITY**
- Continues ensure you progress further into the game, levels get more challenging

**75 FORCE**
- A great fighter sim with fast action and high lastability

- PRODUCER: SEGA
- MD: TBA
- PLAYERS: 1 • PRICE: £39.99

# MASTER OF DARKNESS


The fog shrouded streets of London are the setting for the supernatural game.

**Is Master Of Darkness the Peter Cushing of the handheld world, or the Gary Oldman? Or perhaps The Count from Sesame Street?! There's a lot at stake...**

It's the turn of the century and London is bustling with activity. People flock from all over the world to visit its wonders.

However, the peace of this sprawling metropolis is about to be shattered. When night descends, the streets become enshrouded in a strange fog. Doors are bolted and few dare to leave their home.

One night, the silence of the back alleys was pierced by a heart-wrenching scream! A violent murder had taken place, an innocent woman the victim.

Eye witnesses said the killer simply 'disappeared' into the fog. As the weeks passed by, more and more murders occurred, yet the police could find no trace of the madman.

As the country's leading paranormal investigator, you, Dr Social, have been keeping a close eye on recent events. A message has appeared on your Ouija board, warning of evil near the river Thames.

You make your way there and discover who's been behind the murders. It's the Lord of Darkness himself, Dracula! The Black Prince is terrorising the city with zombies, killer dogs and bats. It's up to you to stop him or die trying!

*Master Of Darkness* is set across five levels of intense platform action. There's a timer running and each section has to be completed quickly.

Various useful objects are scattered around, including stakes, bombs, swords and axes. Use these to destroy the creatures and guide you to safety.

The final level is set in Dracula's castle. Can you find the vampire's coffin in time or will you be turned into one of the undead yourself?

## Mat yelps... 'SCARY STUFF'

Vampires seem to be all the rage at the moment, what with the recently-released Francis Ford Coppola movie wowing audiences the world over (easily pleased, obviously — Sub Ed). So now the GG gets a look at the gory action!

Handheld *Master Of Darkness* is identical to the MS version, reviewed in Issue 12. The graphics are still well detailed, even on the GG's tiny screen, and the spooky atmosphere is intact.

Even though there are only five levels, they get progressively tougher. The levels are split into three sections, with a big guardian to trash at the end.

Roaming the streets is pretty scary stuff so it's best to get yourself an arsenal. Collect useful weapons such as garlic, stakes and hammers and use 'em to rid the city of evil!

Be sure to pick up diamonds. These useful gems are best used when there are loads of bad guys on the screen. Touch the diamond, there's a flash and they're gone!

Between-level sequences help set the scene and a few continues have been chucked in to help you out. What more could you ask for?

A decent platform game that should prove challenging to novice and expert players alike. Definitely one to sink your teeth into!

***MAT 82%***

## Paul Squeals... 'SPOOKY'

Good platform games are few and far between on the GG so I was eager to see this little beauty. When you boot up the cart, you're greeted by a very atmospheric intro sequence telling how vampires have invaded London and Dr Social is the only chap who can save the day. (I've always been a bit sceptical about this Social chappy — he sounds a bit *too* friendly!) It's during this intro that you get the feeling this is going to be rather good.

Highly-detailed graphics accompany the game. London is decked out in all its Gothic glory, complete with swirling mist! The sprites are large and move very smoothly. The sound's not bad, either, with a haunting intro tune and good, loud in-game FX.

Identical to the MS version, it suffers from the same faults. The action can get monotonous and later levels are really difficult, bordering on frustrating!

But on the whole, I enjoyed this adventure. Perhaps I was in the mood for a good old-fashioned platform game or perhaps it's because this piece of quality software deserves to be played.

If you like this kind of game, *Master Of Darkness* goes down as a great buy. Happy hunting!

***PAUL 80%***

You take on the role of occult expert, Dr Social as you hunt for evil forces!

## SF Rating

**78 PRESENTATION**
● Atmospheric opening sequence, continues prolong gameplay

**85 VISUALS**
● Exactly the same as in the MS version, small, detailed and well animated

**83 SONICS**
● Given the right tone with the help of spooky tunes and gruesome FX

**76 PLAYABILITY**
● Controls are simple to get to grips with and respond very well

**80 LASTABILITY**
● Gets progressively harder and guardians are tough. Continues help

**81 FORCE**
● Not the most original game around but a challenge and loads of fun

● PRODUCER: SEGA
● GG: OUT NOW
● PLAYERS: 1 ● PRICE: £29.99

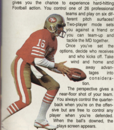
# PRO QUARTERBACK

Reviewed!

**Fancy a new perspective on American Football, one that lets you feel every tackle and make all the plays? Tradewest's latest sim puts you right in the heart of the action. Can you handle it?**

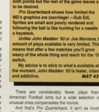
Have the software producers run out of ideas? It seems most games these days are simulations or 16-bit computer conversions. Tradewest bring yet another American Football sim (oh no! —General Public) but this one features 3D perspective.

*Pro Quarterback* is a one- or two-player game that gives you the chance to experience hard-hitting Football action. You control one of 26 professional teams and play on six different pitch surfaces! Two-player mode sets you against a friend or you can team-up and tackle the MD together.



Once you've set the options, decide who receives and who kicks off. Take wind and home and away advantages into consideration.

The perspective gives a near-floor shot of your team. You always control the quarterback when you're on the offensive but are free to control any player when you're defended. When the ball's downed, the plays screen appears.



## Mat moans... *'LIFELESS'*

Another American Football game? But is it any good? Well, yes and no. Any sports game should be fast and fun to watch. *Pro Quarterback* satisfies both points but the rest of the game leaves a lot to be desired.

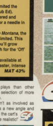
*Pro Quarterback* shows how limited the MD's graphics are (sacrilege! —Sub Ed). Sprites are small and poorly rendered and following the ball is like hunting for a needle in a haystack.

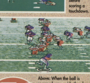
Unlike *John Madden '93* or *Joe Montana*, the amount of plays available is very limited. This means that after a few matches you'll grow weary of the whole thing and reach for the 'Off' switch.

My advice is to stick to what's available at the moment. *John Madden '93* is faster, intense and addictive. ***MAT 43%***

There are considerably fewer plays than other American Football sims but a wide selection of more unusual ones compensates the novice.

And that's *Pro Quarterback*. It isn't as involved as other American Footie sims but offers a new angle and gets you closer to the action. To quote the cart's packaging, 'It just doesn't get any more realistic!'



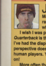


Left: Throw the ball or run with it before you're tackled. Try to gain as much ground as possible before scoring a touchdown.



Above: When the ball is snapped, you guide the player with the circle underneath him.

## Paul groans... *'LIMITED AND CONFUSING PLAY SYSTEM'*



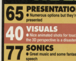
Just recently, I've become a bit of an American Football freak. Many a time I've had my knuckles rapped for playing *John Madden '93* when I should've been working!

I wish I was playing *Madden* right now —*Pro Quarterback* is the worst American Football game I've had the displeasure of playing. The perspective doesn't work at all, just confuses the human players. You haven't a clue what's going on!

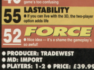
More often than not, you end up tackling your own players! When you're attacking, the problem's even worse. You can't tell where your receivers are so you run around like a headless chicken and get sacked a lot!

But it's not just the perspective that lets it down. The plays are severely limited and the screen you select them from is laid out in the most confusing manner possible.

The only redeeming feature is the sound: the music's well funky and the sampled speech is extremely cool! Unfortunately, sound alone can't make a crap game worth buying. My advice is that you stick with any of the *John Madden* series. They're worth forking ot £40 for. ***PAUL 45%***



## SF Rating



| | |
|---|---|
| 65 | **PRESENTATION** ● Numerous options but they're very poorly presented |
| 40 | **VISUALS** ● Nice animated shots for touchdowns but the 3D perspective is a disaster! |
| 77 | **SONICS** ● Great music and some fantastic sampled speech |
| 40 | **PLAYABILITY** ● The perspective's the major flaw. The whole game's too confusing |
| 55 | **LASTABILITY** ● If you can live with the 3D, the two-player option adds life |
| 52 | **FORCE** ● Nice idea — it's a shame the gameplay's so awful! |

● PRODUCER: TRADEWEST
● MD: IMPORT
● PLAYERS: 1-2 ● PRICE: £39.99

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MEGA DRIVE md. **Reviewed!**




# OUTRUN 2019

**It's the future. The journey from work to home was never a speedy one until the Deadheads enlisted the help of a 21st century dream machine. It didn't help conquer Spaghetti Junction but at least they're happy!**

Don't you just hate rush hour traffic? Considering it's the 21st century and today's scientists predict roads will be chock-a-block by then, there ain't many vehicles on *OutRun 2019*'s flyovers and underpasses! That's not to say the roads don't bend and twist like crazy — they do!

You're the owner of a brand-spanking new racing car — a cross between a Porsche and the Batmobile! Before you rev up and let rip, choose to play on either Easy or Normal mode and select manual or automatic gears.

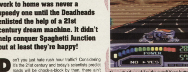
You've four stages to tackle, each progressively more difficult than the last. Either play from stage one and use your skill and dexterity to get through to the fourth, or go straight to later stages after you've set the options.

When you're given the all-clear, press [B] to accelerate. In true *OutRun* style, the highways and by-ways scroll along at quite a pace. There are houses, boulders, trees, hedges, billboards and the like at the side of the road which *must* be avoided. Dodge other vehicles and steer clear of mud and straw.

The dashboard highlights your speed, stage, route taken and time left to reach your goal. Expect around 80 seconds at the start of each stage. Reach a checkpoint and 60 or 70 seconds are added.

When the road splits in two, a checkpoint's on its way. Take a peek at your speed and keep [B] pressed. If you hold the button down long enough, your car goes into turbo mode.

Don't mess it up! Hit the turf or come a cropper off a bridge and your paintwork probably won't survive to tell the tale!




Above: Put the pedal to the metal! Keep button [B] pressed down for maximum speed. When the bar reaches top speed, power boost builds up and kicks in.

Steer the futuristic car through four levels of treacherous roads. Watch out for roadside obstacles such as billboards, houses and telegraph poles. Slow down on corners, especially at the bridges!

Smash into other cars and you spin off the road and restart.

### Mat mutters... *'UNORIGINAL'*

Car racing games are a dime a dozen on the MD. So what new features does *OutRun 2019* offer?

Actually, not a lot. I'm quite surprised Sega decided to release this on their own label. I'm used to seeing this kind of game from third party developers, not the big blue 'S' themselves.

The first thing you notice are the graphics — or the lack of them. The MD hasn't got Mode 7, like the SNES, but that hasn't stopped the programmers. Roads twist and turn very unconvincingly as you race through the levels. Roadside objects jerk towards you with no sense of motion and opponents drive hopping cars!

As far as gameplay goes, you'll find most levels are the same. After spending minutes whizzing through badly drawn landscapes, you just know a treacherous bridge is going to appear. And yes... there it is! Then the road always splits into two and there's a checkpoint around the corner.

This is all very predictable stuff and is hardly going to keep you on the edge of your seat. Very similar to the rest of the *OutRun* series and just as yawnsome. Try *Lotus Turbo Challenge* instead.

**MAT 64%**

### Ade admits... *'LITTLE DIFFERENT FROM OTHER OUTRUN GAMES'*

On the plus side, *OutRun 2019*'s pretty fast. The scrolling's good, there's only a small hint of flicker. The graphics work well in *some* places, especially on the bridge sections, and many of the backgrounds are nicely drawn.

There's a Save Game feature used in full effect during the Action Replay section. Play a stage and when you retire from the race, you can view how well you did *and* how many mistakes you made!

On the downside, the visuals are fairly bland and dark and some of the tunes are a bit naff. Level 4's is definitely out of sync!

While gameplay's fun for a while, *OutRun 2019* offers nothing new. We've seen the same sort of thing time and time again in other *OutRun* games. Not a bad product but I'd only advise those who haven't any racers of this sort to buy it.

**ADE 57%**

### SF Rating

**55 PRESENTATION**
- Difficulty settings, save game option, four different tracks, retire from game option

**63 VISUALS**
- Not too bad. The bridge sequences are pretty nifty. Overall, bland and fairly dark

**47 SONICS**
- Some *OutRun*-style ditties. A few FX. Nothing to shout about!

**52 PLAYABILITY**
- Like all *OutRun* games, it's fairly easy to get into. Tough in places

**54 LASTABILITY**
- Fun for a while, but nothing new or original to keep you playing

**52 FORCE**
- *OutRun* fans, don't expect anything new. Fairly poor and soon gets boring

- **PRODUCER: SEGA**
- **MD: OUT NOW**
- **PLAYERS: 1** • **PRICE: £37.99**



# THE GREAT WALDO SEARCH

Reviewed! MEGA DRIVE md

**Looking like a cross between Morrisey and a Stoke City fan, Waldo's the weirdest hero we've ever seen. Mind you, his adventures aren't exactly normal, either!**

The trouble with wizards is that most of them are half senile and thus very scatter-brained! They can concoct the most magical of potions one minute yet forget their own telephone number the next.

This is true of Waldo's wizard mate, Whitebeard, who's lost five magic scrolls. All he knows is he had them when he was walking through the Realms of Enchantment last Saturday.

Like a mug, you as Waldo have volunteered to find them. Off you trot with your trusty dog, Woof.

The object is to search each realm for the scrolls and any bonuses that appear. To complete a level, you must solve three clues (in Normal mode speech is used, on Expert you get a brief written message).

The clues usually ask you to find a certain thing, ie, a two-headed spear or dragon slayer with his hat on fire! When you locate them or any objects, move your magnifying glass over the item and press [A]. Easy huh? Well it would be if you hadn't got a timer to race against.

The time limit isn't tight but every time you examine an incorrect object more time's lost. Thankfully you can pick up clocks to temporarily interrupt the passage of time and a two-player option makes things easier still.

The best part of the game is when you find the dog, Woof. You enter a bonus game where you control Woof on a flying carpet, catching bones above the streets of Arabia!

Dragon-slayers abound as Waldo searches the caverns for the wizard's scrolls. Make sure he finds Woof!

On this level of medieval mayhem, the scrolls and clocks are cunningly hidden behind shields and spears!

## Mat exclaims... 'ABYSMAL'

Okay, I understand this is a game for kids, but anyone over the age of two will finish it in minutes! There's just no challenge at all. Even on Expert level, *Waldo*'s a doddle.

Each level's short and boring. Waldo sticks out like a sore thumb. I mean, just how difficult is it to spot a skinny bloke wearing a stripy jumper and glasses in a medieval village?!

I'm not sure who the programmers are aiming at. Children will find it tedious and older players will lapse into a coma after Level 2. It isn't patronising, as some educational games are, but too simple and obvious.

*Waldo*'s yet another game thrown together and released without due care and attention. The potential's there for a good game. Extra levels and bonus stages could've been added; the five sections on offer are naff.

The only part I can recommend is the bonus section featuring Woof. The image of a dog wearing a Waldo hat and jumper and riding a flying carpet is too surreal to be true!

Forget you ever heard the name 'Waldo'! This deserves a dismal... **MAT 26%**

## Paul says... 'UNBELIEVABLY SHALLOW'

A dog in a footie supporter's outfit, piloting a flying carpet and collecting bones. Bloody hell, this coffee's strong!

It needs to be. *Waldo* is without doubt the worst game I've ever had the misfortune to play. It's unbelievably shallow in both presentation and gameplay (even for a family game) and poses the smallest of challenges.

Although big and bright, graphics are too flat and basic to be interesting. The speech is nice and clear but the music's an awful unmelodic noise reminiscent of your play school days, when all you could do was blow on a recorder for all your worth!

All the above aside, the main reason *Waldo* gets a slagging off is the tedious gameplay. I completed it on both levels inside five minutes! And it costs 40 quid! At £8 a minute, *Waldo*'s expensive rubbish. Avoid! **PAUL 24%**

Oh my gawd, loads of Waldos! The object of the last level is to locate the real Waldo, who has a shoe missing! Fun, eh kids?! (No.)

## SF Rating

| | |
|---|---|
| 40 | **PRESENTATION** • One or two players, Normal and Expert levels, five different sections to choose from |
| 52 | **VISUALS** • Simple, colourful graphics. Backgrounds are an eyesore, no parallax, limited movement |
| 38 | **SONICS** • No theme tune or in-game music. Sampled speech is good quality but there's not enough |
| 56 | **PLAYABILITY** • Anyone can pick up the basic controls. Screen movement's jerky, levels are too easy |
| 18 | **LASTABILITY** • No challenge at all. Both level settings are easy and you won't play it again |
| 25 | **FORCE** • A truly awful game but still gets the official Sega seal of quality. Stay away! |

• PRODUCER: THQ SOFTWARE
• MD: IMPORT
• PLAYERS: 1-2 • PRICE: £39.99

FREE!

# MARKET FORCE



**If you've got a computer gadget or gizmo to sell (it doesn't have to be Sega related) place a classified ad here— free of charge! Games, Pen Pals, swaps, user clubs, we wanna hear about 'em!**




## FOR SALE

- Three good Mega Drive games and Japanese converter. Cost £135. All offers considered. Telephone (0484) 683706. Must be local and must be collected (will split).
- Sega Master System II, boxed with nine games and light gun. Cost £210, sell for £120 ono. Phone Peter on (0223) 69544.
- Spectrum +2 for sale, mint condition, joystick, 100+ games, 25+ full price games. All cables and fully boxed, worth £500+, will sell for £75. Tel (051) 427 5137.
- Three MS games, Secret Commando £10, E Racer £8 and Speedball £25. Must sell, phone Leigh on (0495) 320360.
- Sega Game Gear boxed, two months old, five games, £160, adaptor included. Buyer must collect. Tel: Runcorn 565108.
- Amstrad GX4000 with two joypads and one game (Burning Rubber), all boxed and in good condition. Cost £40, worth £60. Phone Krishna on (081) 903 4141.
- Mega Drive with Arcade Stick, two pads, ten games, all top titles, EA Hockey, Sonic 2, Quackshot, etc, boxed as new. £260 ono. Tel: Martin after 6pm on (0532) 426898.
- Sega Master System, light gun, two control pads, six games, £75 ono. Tel: Chris on (0223) 214853.
- BUM! Ha! Got ya! Remember, SEGA FORCE classifieds are totally free of charge. Your gadgets don't have to be Sega-related. Just fill in the form below and post it to our Classifieds Department. Please allow between four and six weeks for your ad to appear. Get cracking!
- Master System games for sale, Shinobi, Impossible Mission £18, Secret Command, Hang-On £8. Will consider swaps for Slap Shot, Super Kick Off or World Class LeaderBoard. Ring Ian on 0454 412916 after 5pm.
- Mega Drive, eight months old with two joypads and five top games. Bargain at £200. Tel (0473) 681026, evenings only.
- UK Mega Drive for sale, 13 games in total including Sonic II, Ecco, NHLPA Hockey, Streets Of Rage, Alien III, Euro Club Soccer, PGA Golf and six other 85% and over rated games. All boxed with instructions, will consider swap for SNES with seven+ games. Will sell for £395 (worth £600+). Phone (0924) 258026.
- Mega Drive games, Fantasia no instructions £10, Sonic 1 £15, Mickey Castle Of Illusion £20, Streets Of Rage £20. Ring 0728 831488. All games perfect condition.
- Master System with Light Phaser, 3D glasses, two control pads, ten games including After Burner and two 3D games in box, £180. Phone Stewart (0252) 629418.
- About 30 Mega Drive games for sale. Inc JM '92, Road Rash, Quackshot, PGA. Also wanted, swaps considered, latest releases sought after. Phone (0382) 833334, ask for Shaz.
- For sale, Master System (1) with three games, including Sonic, and Super Kick Off, £40, good condition (all items). Phone (0245) 354116.
- Mega Drive games: Sonic, Sonic 2, Quackshot, Streets Of Rage, Mickey and Donald, prices vary between £20 & £22. All in brilliant condition, phone Andrea (0909) 481544.
- Master System II with five games, only a month old will sell for £80. Ring Carl on Framingham Earl 492747.
- SNES for sale, including two controllers, SF II, Hook, WWF converter, will sell for £225 ono or swap for Neo Geo, must collect. (0362) 850903.
- Spectrum 128K computer with 40+ games and joystick. Excellent condition. £90 ono. Phone (081) 851 4508 after 4pm.
- For sale, Paperboy, CMS version £15, boxed with manual, send money to: G Hyde, 6 Orchard Rd, Birstall, Leicester LE4 4GA. I also need your name, address and postcode.
- Atari 2600 and Spectrum 128K+2, three games for Atari, 110 for Spectrum, joysticks, Phaser, all boxed. A bargain at just £70 ono or will split. Write to Ben Hilton, 1 Gatekeeper Close, Winnall, Winchester, Hampshire.
- Mega Drive with joypad and Sonic, Desert Strike, James Pond II, Golden Axe, Ghouls 'N' Ghosts, After Burner II, all boxed with instructions, few mags and cheats. Bargain at £275. Tel: 0768 899773 after 6pm. Please, no splits!! (Will pay for p&p anywhere.)
- Sega Master System, plus 17 top games, light gun, plus two pads, £250 ono. Or swap for Mega Drive and six games (or Amiga with games). Write to Mark Mansell, 25 Halesworth Rd, Handsworth, Sheffield S13.
- Sega Master System with four carts, Ninja, Hang-On, Rocky, Assault City, Alex Kidd built-in, £80. Write to Matthew Freeman, 39 Dolphin Tower, Kingfisher Square, Deptford SE8 5TG.
- Mega Drive, Arcade Power Stick and six games, £160. Tel: (0277) 223066 after 6pm, ask for Al.
- Master System with two joypads, Light Phaser, plus 11 games (including four top titles — Sonic, Mickey Mouse, Olympic Gold and Super Kick Off. Worth over £300 but will sell for £180 ono. Tel: (0423) 887756.
- Master System II, mint condition, five top games, AC Adaptor, two joypads, a thousand cheats, G Axe, Sonic, A Beast, E Racer, A Kid, £120 ono. Phone (0702) 351627.
- Sega Master System, joystick, Light Phaser, control pads, five games. Immaculate condition, no box, £50. Phone (0993) 891315.
- Fantastic Deal! Sega Master System, six games, Donald Duck, Mickey Mouse, California Games etc. All for just £65. Phone (0371) 872718.
- Mega Drive and Master System games from £10 to £25 each. Phone Michael on (0908) 318701 after 4pm.
- Mega Drive games for sale, Mickey Mouse and Magical Hat, £20 ono, good condition, will consider swapping, call Fran on (081) 341 4047.
- Sega Master System with 11 games, including Psycho Fox, Mickey Mouse and Paper Boy, Rapid Fire, two control pads, £150 vgc. All games boxed and with instructions. Phone (0303) 813934.
- UK Mega Drive includes EA Hockey '93, Road Rash, Super Monaco and 17 brilliant games for £120. Only four months old. Contact David on (021) 353 4048 now! Unbeatable offer.
- Mega Drive games for sale, Japanese Castle Of Illusion £20, Strider £22, Alien Storm £25, English Streets Of Rage £25, Game Boy, Game Golf £15, will swap. £100 the lot. Phone (0738) 29242.
- Radio Control Car, Kyosho Lazer ZX-Sport, fast charger, two battery packs, Futaba radio handset, paints and spares, all instructions and manuals, boxed as new, only used several times, worth £250 will sell for £175 ono, mint condition. Tel (0703) 260939, evenings please.



- For sale, eight Mega Drive games and Jap converter. Games include ToeJam, Strider and Batman. Worth £280, will sell for £150 or swap for SNES and Street Fighter II. Tel: (0442) 213653 after 4pm.
- Mega Drive and Nintendo fill boxed three MD games, MD joypad, two SNES joypads. Sell for £280 or swap for Amiga. Tel Luke on (0256) 397857.
- Mega Drive for sale! Nine games including Robocod, Ice Hockey, two joypads, adaptor worth £500, sell for £350 ono. Tel (0582) 477738.

## WANTED

- Game Gear games, pay between £10 & £20. Would like Sonic but any others will do. Write to Mark, 137 Parklands Drive, Eton, Nr Chester, please hurry! These are the ones I have got: M Mouse, Columns, Football and Car Racing and Tennis.
- Wanted, Shanghai for Sega Master System, must be in good condition. Phone (0203) 457732.
- Wanted, booklets for Desert Strike (MD) and Altered Beast (MD). Write to Mr T Duggan, 38 Watts Lane, Bootle, Merseyside L20 6ET.
- Wanted: Any good Mega-CD games. Will buy or swap. Tel Adi on (071) 794 9724.
- Wanted: A buyer for Mat's ridiculous hat, as seen on Issue 15's contents page. All enquiries to the SEGA FORCE editorial deparment!
- Wanted, variety of Mega Drive games, must be reasonably priced in and around Herts, Northants. Tel: 0442 236747.
- I am after World Soccer for the Master System, must include box and instructions. £10 to the first offer. Phone Steve at any time on (0296) 29602.
- Wanted, Sega Mega Drive with good games, large or small collection, or single games wanted, please. Tel: (0527) 32230.
- I will pay between £10 and £18 for UK Mega Drive games, boxed with full instructions. Or, if you prefer, I may be willing to do swaps. Send details to: Simon, 2a Cherry Tree Avenue, Dover, Kent CT16 2NL.
- Wanted: Sega Genesis (US) games, boxed with instructions: Send list to R White (*I'm-a tryin' to give it up...*), 9 Aspleu Mews, Little High St, Worthing, BN11 1DH. Good money paid!

## SWAP

- For swap, Super Famicom plus four games and extra joypad. I want 15 Mega Drive games. All games must be in good condition. Ring Ricky on (081) 368 7486.
- MD/GG games for swap, £4 MD, £3 GG (p&p). Anything considered! I also buy/sell games. Tel (0484) 683706 ask for Stuart (after 5pm).
- Will swap Senna's Super Monaco for Dave Robinson Supreme Court basketball. Also hundreds of Spectrum games for sale. Write to Mike Trim, 36 Hillcrest Drive, Southdown, Bath BA2 1HE.
- Swap Mega Drive for an Atari ST 520 or Amiga 500, Mega Drive includes six games. Phone Graeme on (0446) 775565, Atari or Amiga must have games.
- Swap my Rupert Bear pyjamas for a Mega-CD. Write to Adrian Pitt, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW
- For swap, MD Wrestle War for Taz-Mania or Sonic 2. Phone Gary on (061) 795 5160.
- I'll swap Wrestle War, Zany Golf, Sonic, Joe Montana 2, Winter Challenge, Jordan vs Bird, F22, Mercs, Madden '92 and Terminator for any good games. Tel: Bryan on (0962) 865340.
- I would like to swap Strider for ToeJam & Earl for the MD. Ring Peter on (0254) 670174.
- Swap MS games World Grand Prix for Leaderboard or Super Kick Off. Wanted Asterix or I will pay £10 for Olympic Gold. Write to Joe, High Hurst, Hill Brow, Liss, Hants GU33.
- I'll swap my Game Gear with eight games inlcuding Sonic 2 and Street Of Rage and battery pack, Master Gear for SNES. Ring (0434) 344 553.
- Altered Beast for MS Double Dragon, or Asterix for Alien 3. Phone (0495) 320360.
- Alex Kidd in Shinobi World with book & boxed for Lemmings. Write to Jason Gwynn, 3 Dudley Grove, Heath Green Rd, Winson Green, Birmingham B18.
- Will swap Quackshot and Streets Of Rage, for Streets Of Rage 2 and Pit Fighter, all games must be English. Phone Phil on (0271) 866319.
- I will swap Where In Time Is Carmen San Diego? for Rolo to the Rescue, Streets Of Rage II or Dragon's Fury. Phone Bradford 599490, ask for Kieran.
- Swaps! Terminator, F22 Int, Strider, Road Rash, for PGA Golf, Lemmings, Phantasy Star 2 or 3, Hellfire, Alisia Dragon, Sonic 2, WCLB. If interested, phone Gary on (051) 4863073.
- Will swap Revenge Of Shinobi, Sonic for Road Rash, California Games, Super Monaco, Winter Challenge, Taz-Mania, Budokan, Populous. Consider others or I will sell. (081) 446 7949.
- Amiga 500 (1Mb) with printer and loads of games etc, all worth £1500, sell for £700 ono, or will swap for Mega Drive with 20–30 games. Ring (0706) 826502.
- Mega Drive games for swap, £4 plus a game, any game considered. Phone (0382) 642502.
- Mega Drive games: Mickey Mouse, Shining in the Darkness, Robocod, DecapAttack, swap for Phantasy Stars, ToeJam, Chuck Rock. Tel (081) 290 6540, evenings please.

## USER CLUBS

- Want the ultimate fanzine? Send large SAE & 50p to Pete, 18a The Oval, Stevenage, Herts, SG1 5RB. NOW!!
- Gamer-Link! The pen pal club for gamers! Free swap service, club fanzine & more! Full details from: 28 Churchfield, Ware, Herts SG12 OEP. (Please send SAE.)

## PEN PALS

- Hi, 12-year-old boy wanting female pen pal of same age. Write to Leigh, 16 Cromwell St, Abertillery, Gwent NP3 1QG. Write soon!
- Do you want a pen pal? If so, why not join the Pen Friend Club? For free info write to: Paul, 71 Cromwell Rd, Winchester, Hants SO22 4AE (please enclose SAE).
- 13-year-old girl wants a pen pal of any age. Replies guaranteed to all letters. If interested write to Laura




# Classifieds!

Short, 16 Laburnum Dr, Wootton Bassett, Wilts SN4.
- Will the woman with the blotchy neck, mauve head scarf, blue pac-a-mac, dreadful halitosis, lazy eye and stutter who was eating the Big Mac and fries outside WH Smiths in Wolverhampton, please contact Adrian at SEGA FORCE immediately. He really fancies you!
- Hi, 14-year-old male looking for similar-aged female who would like to write to me and maybe exchange games. Send photo if possible. Write to Ben Patterson, 3 Stannington Place, Ponteland, Newcastle Upon Tyne.
- My name is Martyn, I'm caring for animals. I am 10 years old, I want a female pen pal of the same age. Please write to 16 Cromwell St, Abertillery, Gwent NP3 1QG.
- Yo! 16-year-old boy wanting pen pal. Male or female. Write to: Stephen Binns, 46 Mayhew Crescent, High Wycombe, Bucks, please send photo!! Thanks.
- Do you want Pen Pals? Just write to: 4 The Green, Ribble Village, Ribbleton, Preston, Lancs PR2 5AE. Thank you!
- Hi! I'm 13-years-old, wanting female pen pal (13+). Please enclose photo but if you can't it doesn't matter. Write to David Morris, 6 Whitmere Rd, Mount Pleasant, Shrewsbury, Shropshire SY1 3BT
- Mega Boy in early twenties wishes to write to Mega Girls, all over the country, send photo if possible to: Lee Wilson, 28 Brownsville Rd, Heaton Moor, Stockport, Cheshire.

**We accept all classified ads in good faith. SEGA FORCE cannot be held responsible if any goods you purchase, swap etc turn out to be faulty, or you don't receive a reply from a User Club or your pen pal turns out to be a gonk! You have been warned!**

SEGA FORCE

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SECTION HEADS FOR SALE ☐ SWAP ☐ USER GROUPS ☐ PEN PALS ☐ WANTED ☐

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Feature!

# THE BIG BREAKFAST MASTERBLASTER



**Last ish, we found out what makes Big Breakfast aliens Zig and Zag tick. Now, we put 'em to the test. 'Review three games for SEGA FORCE,' said Ade. After several hours contemplation and a heck of a lorra arguing, they agreed! Check out the full lowdown on Pac-Mania, Chuck Rock and Prince Of Persia. Oh, and while you're at it — have an opinion!**

Zag: Hi, SEGA FORCErs! It's me again, the handsome purple alien.
Zig: Why is lemon curd?
Zag: Oh yeah, and my brother Zig… sorry readers!

Anyway, Mr Sega Force rang me at my Beverly Hills ranch last weekend and asked would we review three games for his mag. We said, 'No way!!' He rang back an hour later with a million pounds. I said, 'Double it and we've got a deal.'
Zig: Is a million more than a hundred and another hundred?

B>Zag: Yeah! Anyway, let's go for these games. *Pac-Mania* on the Master System. Our old mate Pacman is back again.
Zig: The Pac is back. I made a rhyme! The Pac is back! The Pac is back! The Pac is– [*SMACK!!*]. Ouch!
Zag: This is the Number One arcade smash hit! Pacman faces his toughest challenge yet in the 3D scrolling playfields of Pacland.

With exciting worlds to discover, secret levels to find and armed with his new 'super bounce' power, Pacman has to use his speed and cunning to outwit those creepy ghosts, Clyde, Sue and Funky.
Zig: Can I have a go?
Zag: Later, Zig. Yikes! What about those dots and power pills? Y'gotta eat the lot to gain bonuses and remember to grab the fruit for extra points. On later levels, the ghosts get faster, there are more of them and I've seen them jump up and down from time to time. The 3D graphics and perspective are COOO-EL!
Zig: Can I have a go now?
Zag: No, no Zig, we'll put in this other game and see what it's like. You go and have a picnic in the garden.
Zig: But it's dark and it's raining!
Zag: Yeah, that's the best time!!
Zig: OK, I think I'll have egg and brown sauce sandwiches.

Zag: Oooooh! *Chuck Rock*. Let me chuck it on.

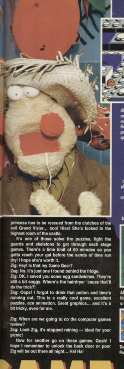
Hey, hey! Your girlfriend's being held hostage by your arch-enemy, Gary Gritter. There are five tricky levels and you can use your big fat tum to bounce your enemies into oblivion, or why not pick up those rocks to mash these monsters and dastardly dinosaurs?
Zig: My sandwiches have gone all soggy in the rain!!
Zag: Well, go and stand under a tree and for goodness sake, young man, stop dripping on my game…

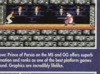
It's a cool platform groove, with loads of fab puzzles, mad colours and groovy graphics. It's thumbs-up from me for the belly-butts. It sure makes a change from the mallet-on-the-head stuff. COOOOOO-EL!
Zig: Zag, do you want to come out and play picnics with me?
Zag: Don't be silly, it's raining and it's dark out.
Zig: But you said…
Zag: Yeah, yeah, never mind. Where's your Game Gear?
Zig: I'm not telling you. I've got it hidden away in a secret place.
Zag: Where? Third drawer down, behind your socks?
Zig: No! It's behind the fridge, silly!

Zag Wow, great hiding place, Zig! I'd never think of looking there (twit!). Right, *Prince Of Persia*.

Another daring 'rescue the girly' game. The

# IN YER FACE, G





Above: Prince of Persia on the MS and GG offers superb animation and ranks as one of the best platform games around. Graphics are incredibly lifelike.

Above: Pacmania's an arcade classic that really comes alive on the MS. Gobble power pills and chase spooky ghosts!



Right: Unga Bunga! Prehistoric action abounds in the crazy platform romp, Chuck Rock. Guide Chuck around dinosaur filled levels to rescue his sweetheart from the evil Gary Gritter. Brilliant belly butting!

princess has to be rescued from the clutches of the evil Grand Vizier... boo! Hiss! She's locked in the highest room of the castle.

It's one of those solve the puzzles, fight the guards and skeletons to get through each stage games. There's a time limit of 60 minutes so you gotta reach your gal before the sands of time run dry! I hope she's worth it.

Zig: Hey! Is that my Game Gear?

Zag: No. It's just one I found behind the fridge.

Zig: OK. I saved you some egg sandwiches. They're still a bit soggy. Where's the hairdryer 'cause that'll do the trick?!

Zag: Oops! I forgot to drink that potion and time's running out. This is a really cool game, excellent puzzles, ace animation. Great graphics... and it's a bit tricky, even for me.

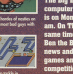
Zig: When are we going to do the computer games review?

Zag: Look Zig, it's stopped raining — ideal for your picnic!

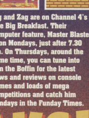
Now for another go on these games. Gosh! I hope I remember to unlock the back door or poor Zig will be out there all night... Ha! Ha!



Above: Yikes! Chuck Rock encounters hordes of nasties on his travels. Fortunately he can handle most bad guys with a well aimed (and revolting) gut butt!



There are loads of stunning 3D levels to tackle in Pacmania. Can Pac-Man save Pacworld from the ghosts?



**Zig and Zag are on Channel 4's The Big Breakfast. Their computer feature, Master Blaster, is on Mondays, just after 7.30 am. On Thursdays, around the same time, you can tune into Ben the Boffin for the latest news and reviews on console games and loads of mega competitions and catch him Sundays in the Funday Times.**

# GAME-FREAKS!

# SCHIZOP




**Ladies and gentlemen! In the blue corner we've got the world famous 'Hedgehog the Harrier'. And in the red corner tonight's contender is 'Strad the Savage'. This fight should rock the game-freak alleys tonight, alright. But what's wrong, it's never been seen! They refuse to fight — oh no! They think they're different sides of a split personality...**

Japan sometimes gets it wrong, and over there the Terra Drive flopped. Let's face it, it's an odd idea, to combine a 'serious' PC-compatible computer with a 'frivolous' games console. Although the drive in technology these days does seem to be towards combining different ingredients to see if you can come up with something that adds up to more than the sum of its parts, rather like a master chef experimenting and coming up with a new menu — like bangers and mash...

Now British electronics giant, Amstrad, is trying with its new MegaPC 386X. At a price point of £999.99 (...couldn't we call that a round thousand?), will Amstrad succeed here where Sega in Japan failed? Well that's going to be down to you, the games-players, will you take this hybrid to heart?

What you get for your money is a good medium sized colour monitor with built-in stereo speakers, a 25MHz 386SX processor, 40Mb internal hard drive, 1Mb of on-board RAM (expandable to 16Mb), a 3.5" floppy drive, full Super VGA graphics board for the video display, keyboard, mouse, joystick, Mega Drive joypad and, of course, an on-board Mega Drive.

## It thinks it's a hedgehog!

In the main the MegaPC shows no serious side effects from its schizophrenic condition, unless you're into all those nifty adaptor carts, which could pose a problem with the forward facing cart slot. And in fact it has a real benefit for the forgetful player because you can extract the carts without having to turn off the machine first.

It also switches between PC and Mega modes as simply as sliding the front panel which covers up either the cart or the floppy drive slot. When this is done, the computer automatically switches between the different display modes — SVGA and Mega Drive graphics display — and between the audio systems, AdLib for the PC, full stereo for the MD.




This has its uses. You can be working on one of those PC sorta things PC people do, like spreadsheets and cashflows, decide you need a quick burst of Sonic to clear the cobwebs, flip to MD mode while leaving the serious PC bits still running in their application, whizz through Oil Ocean and get back to work where you left off. Obviously, this machine is not going to be very popular with office managers! On the other hand, time-wasting, Sonic-addicted secretaries can't flip back to PC mode without removing the MD cart, 'cos it sticks out beyond the sliding panel — you can play while the work waits, you can't work with Sonic on pause.

## Dual-target or separate?

Who's it aimed at? Certainly not at the average game-freak. Ten ton's a lotta dosh — almost make the price of carts look cheap! Maybe the average game-freak's dad then, maybe the average game-freak dad even. Perhaps there's an argument to be made that it's neat because PCs are educational (everyone knows that) and it'll help with college work and save on buying a Mega Drive into the bargain.

But that's where Amstrad's normally keen pricing seems slightly out of kilter. Suppose you were to shop around and get the equivalent kit, you'd be able to get the following street prices:

| | |
|---|---|
| 33MHz 386SX with 1Mb RAM, 40Mb hard disk, SVGA 512Kb display adaptor and 14" SVGA monitor | £539 |
| AdLib compatible sound card | £50 |
| Power stereo speakers with in-built amplifiers | £40 |
| Analog joystick | £40 |
| Total PC cost | £669 |
| | |
| Standalone Mega Drive | £99 |
| Monitor for Mega Drive | £188 |
| Power stereo speakers with in-built amplifiers | £40 |
| Total Mega Drive cost | £327 |
| | |
| PC and Mega Drive kit combined | £996 (plus VAT) |

Amazing! A lot more kit for a fraction less than the Amstrad MegaPC! So why choose a split personality — or, as Amstrad out it, a dual-target machine — over collecting the separate kit? The one we can see is that the MegaPC opens up the wealth of PC-based games to Mega Drivers (and it depends what you think of PC games as to whether you see that as an advantage...). But there's no time sharing with one monitor and one sound system. If workaholic dad wants to converse with his spreadsheet, you're cut off from spending prime corruptive time with Sonic. Not so with two totally separate units.



# GUTTER SNIPE

## Letters!

**Mad as a March hare, mad as a hatter, there ain't no letters bod he couldn't batter. Send him yer scribblings and he has a ball, your piccies he plonks on the SEGA FORCE wall. So if you amuse him and your picture's real art, he'll send you a T-shirt and tack for a start. Oh, and a load abuse! Be warned...**

I've started to look through our survey replies and it seems I'm a fairly popular bloke! Not that I wish to blow me own crumpet, mind. It's nice to see you showing me a birrov respect for a change. I wonder how many of you read this section first? Not many, I bet? Although it's nice to save the best till last!

What d'ya think of the new look? Black pages suit my mood, don't ya think? I've tried out the colour scheme for a couple of issues and I reckon it looks smart. Plus there's the new wall.

It struck me one day (the idea, not the wall!) that we don't print many pics and, when we *do*, they're usually from our older readers. So, in the new *Off The Wall* section, I include yet more brill artwork from my more mature fans and piccies from youngsters who haven't quite made it to the Van Gogh School of Art!

Keep sending your letters and drawings. But remember, please write your name and address on all letters and the back of piccies. If you don't, I may not be able to include your bits and bobs in my column! Oh, and pics must be no bigger than A4 size. I know I've mentioned this before but I still get drawings the size of tablecloths!

As usual, there's a T-SHIRT and a load of TACK for the BEST LETTER and BEST PICTURE. So — get going!

And if you've a snapshot of yourself, send that in, too. I'd love to see what you look like (snigger, snigger!). The address is: GUTTER SNIPE, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW. Rave on!

## We will ex-Terminate!

Dear Gut
Answer these questions. (**OK, there's no need to be so blunt!— GS.**)
**1.** Is there a possibility *Sonic 3* will appear in the future?
**2.** When's *Deadly Moves* out?
**3.** When the hell will you map Level 1 of MS *Terminator*?
*Extremely frustrated, Renfrewshire, Scotland*

**Ah! Bonny Scotland! I once had to interview anti-poll tax demonstrators in George Square, Glasgow, when I was a wee newshound. There, sitting in a deckchair as neat as you please, was the keyboard player from that hot top Eighties pop combo, *Hue and Cry*. (Whatever happened to them? —Dep Ed.) Happy days!**

**Anyway, in answer to your questions:**
**1. Yawn! Snore! Snore! Yes.**
**2. It *should* be available on import first. I have no news of an official release date.**
**3. When we can remember to do it. Stay warm!**

## Cheat City

Hi ya, Snipey babe
I'm not ass-lickin', butt-suckin' or shoutin' 'Not worthy!', but **Nintendo** really get up my nose. They claim to be the best company in the world for entertainment systems but we all know **Sega** rule!

I've put together a pretty little bunch of questions for you to answer.



More toilet humour at the expense of that 'orrible little pulmber (above)! Peter Russell from Coulsdon in Surrey has found a drink which refreshes parts others would rather not reach!

**1.** Will the so-called *Game Genie* help me cheat like an Arab playing bingo?
**2.** Does the device do what it claims, infinite lives, faster moves, improved firepower etc?
**3.** I played *Terminator 2* on an arcade machine in Holland and spent about 50 quid! It was well worth the time and money. I can't quite decide whether to buy *T2* and The Menacer for my Mega Drive. Is this a wise move?
*Garrie Barber, Ramsgate, Kent*

**Oh! I wish you'd all stop this bitching about Nintendo! You've started *me* doing it now!**

**Why d'ya doubt the power of the *Game Genie*? It's brill! It's not just a cheat machine, mind, you can make games tougher if you want. Check out our *Sonic 2* codes last ish. Paul has some *Game Genie* goodies in this month's Cheat Chamber, too.**

**You can run faster, jump higher, grab more points, get better weapons. You name it, the *Game Genie* does it! Mega Drive owners are the first to get their mitts on this handy gizmo.**

**A Game Gear version's planned and there *may* be a MS doobrie, too.**

***Terminator 2*'s a smart game. You don't *have* to play it with The Menacer, there *is* a joypad option. As for The Menacer itself, read our feature in Issue 14 for the full low-down. You'll find out what the guys thought of it.**

## Can you manage?

Dear Gutter Snipe,
I'm a 21-year-old **Sega** nut and the proud owner of a Mega Drive and a couple of carts, but I have a serious problem (**hadn't you better see a doctor?! —GS**).

**Sega** boast they have over a hundred Mega Drive games and I agree, they're all pretty good, but to my knowledge there's not **one** football manager game. Can you help me, I'm desperate for a manager game.

If you can't tell me where to get one, can you tell me why they don't make them?
*C Batty, Winterton, South Humberside*

**Ah! Football manager games take me back to my old Spectrum days! Well, being the astute game-freak that you are, as you say, there are no carts of that genre on the Mega Drive (what a luverly word genre is... in fact, I think I'll say it again —genre!).**

**Football manager games were certainly popular on home computer formats. It**

## Small screen ideas

Dear Gutter Snipe
I bought your mag for the first time (December issue) and think it's an excellent magazine. However, there's room for improvement.

I own a Game Gear and a Master System adaptor. If all your MS reviews carried a rating on how well the games play on the GG via the adaptor, this would improve your reviews for GG owners immensely. The two MS games I've played on my Game Gear, (*Wimbledon Tennis* and *Afterburner*) have been disappointing because the graphics were so small.

I don't know if this idea has been suggested before, but I reckon it would improve your mag for us GG users.
*Steve Hack, Haverhill, Suffolk*

**I'm not sure whether I got your surname right, I couldn't quite make out your scribble! Sorry if I got it wrong.**

**I like this idea of yours. We always welcome suggestions. We never stand still, us bods. I'll put your idea to 'the powers that be' and if it happens you should get a warm feeling inside and think 'That was my idea!' Keep 'em peeled.**

## Have an opinion, Boy!

Dear Sniper
I've a friend who was going to buy a Mega Drive, but after playing on one, decided the Game Boy's a better machine. He now intends to buy one. Should he be locked up somewhere safe?
Here's a photo of me, too!
*Ben Pridmore, Boston, Lincs*

**Nice one! You see, a snapshot gets you to the top of the pile! Take note, Gut fans! Get ya hair cut, Mr Pridmore!**

**What's this friend of yours called — stupid?! If he enjoys playing with his little Nintendo handheld (which, let's face it, some socially deprived, weak-willed, self-indulgent guzzlers do!), let him get on with it! We know who reigns supreme!**

**Mat tells me he'll walk naked through a rainstorm at midnight with a gherkin on his head if you want. But then we always knew he was a game boy!**

**Was that pic taken in a photo booth, or are you sitting in ya bathroom in front of a ghastly orange vertical blind? We should be told!**

**seems these days, gamesplayers go for action, smart graphics and slick gameplay. How times change! I remember the days when kids sat in front of a black and white telly, playing computer tennis with a likkle stick bat and a dot for a ball.**

**Well, if any game producers are reading this (which, of course, all the big nobs in the software industry *do* — believe me, I've spoken to a few nobs in my time!) then I'm sure they'll consider your proposal, Mr Batty.**

**Eng-er-lund! Eng-er-lund! Big fat Ron's claret and blue army! Big fat Ron's claret and blue army! Ahem! Excuse me…**

## Preach to the converted

Dear Gutter Snipe
I love your mag. I think it's the best **Sega** mag yet.
I'd like to know if there's a converter which allows Mega Drive games to be played on my Game Gear. I'd also like to know when I can get *Lemmings* for the GG?
*David Schofield, Leeds*

**Oh David! How sad! I hate to burst your bubble, but there ain't a converter like that in the whole wide world. Well, there ain't one in Shropshire, anyway! *Lemmings* should already be out on the shelves by the time you read this. Cheer up! It might never happen!**

## Not so mean…

Dear Gutsy Snipe
I have to admit, I picked up a copy of *Mean Machines*. Wait — don't shoot, I can explain! I only picked it up for the *Sonic 2* video. Honest!
I'm surprised they're allowed to put **Sega** on their magazine. I reckon if we could find a surgeon, he could sew their lips to **Nintendo**'s ass! They should be lined up against a wall and forced to watch the whole of *Eldorado*.
Anyway, I have a few questions to ask you.
1. Will *Street Fighter II* have a special joypad when it comes out on the Mega Drive?
2. When is **Adrian Pitt** going to get a life?
3. Why is **Anthony Stevens** such a brown nose?
4. What console have you got?
*Mr 'I didn't include my name and address', SEGA FORCE City*
PS All readers stick with SEGA FORCE or I'll send Anthony Stevens round to ya house!

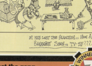
**Dear Mr 'I didn't include my name and address', I really didn't want to print your letter 'cos you start by knocking another magazine. As everyone knows, it's not my style to include letters bitching about other mags. After all, *they* don't slag us off! (Ha! Ha! Ha! Snigger! Snigger!)**

**Read our news piece in Issue 13 to find out about the new joypad planned for *Street Fighter II*. It's got loadsa buttons!**

**We don't bother with Adrian Pitt. He spends too much time on the phone chatting to the Marketing Department at Sega! Anthony Stevens just appears. He's been with us from Issue 1 — we can't shake him off!**

**I don't have a console. I don't play many games. I spend too much time in Sega's Marketing Department nibbling the boss lady's ear'ole!**

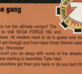
The only acceptable alternative to Zig and Zag is this Sega trio — Sonic, Tails and a lemming. Lee Waterhouse from Nottingham is a new reader (welcome aboard!) and wins a T-shirt for Best Pic!




## How many bits?

Dear Snipe
I read every issue of SEGA FORCE. I've got a few questions for you (**you and about ten million others, mate! —GS**).
1. Would you recommend *Super Wrestlemania*?
2. What's the best Mega Drive game ever?
3. Is it true that **Sega** are bringing out a 32-bit console in 1994?
4. What d'ya think of *Sonic 2*? Is it better than *Chuck Rock*?
*Steven Bartram, Davyhulme, Manchester*

**Welcome to my world, Steven! Let's get cracking with some answers.**
**1. Yes, if you like that sort of game, although it's not exactly stunning.**
**2. I dunno. Has 'ever' happened yet?**
**3. I heard they *were* planning one, but then the rumour died a death. Who knows? I don't do much research these days. I spend too much time in the Marketing Department at Sega, blacking the head honcho's boots!**
**4. *Sonic 2*'s smart. I prefer it to *Chuck Rock*. End of story.**



## Meet the gang

T-SHIRT WINNER

Dear GS,
Why don't you run the ultimate compo? The winner gets to visit SEGA FORCE HQ and meets the posse. All readers have to do is guess how many cups of coffee you all get through and how many times Warren yawns in a day!
*Chris Handley, Worcester*
PS Please could you do away with some of the drawings you get. Your pages are starting to resemble *Take Hart*.
PPS Do the doodlers get their pics back or do you burn them to keep warm?

**I'll give ya *Take Hart*. I'm printing more pics 'cos I got loadsa complaints about not printing *enough*. Flickin' heck, you can't please everyone.**

**I've a sneaking suspicion you've met the Deadheads. How else would you know Warren yawns a lot?! Ade would like it known that he ain't a coffee drinker. It repeats on him and gives him terrible wind! You're right, of course. Our drinks machine's on overload when the SF bods get working (which is a rare occurrence, I can tell ya!).**

**No, I don't send piccies back. I sometimes use 'em to mop up me coffee and I'm building a model of the Forth Bridge out of paper maché, so old drawings come in handy!**

## Best CD games

Dear Gutter Snipe
I hope you Deadheads had a smart Christmas. Mine was excellent! My best prezzy was a Mega Drive with *Sonic*, but I've already completed that!
I'll be getting a Mega-CD soon. Could you tell me the best games to buy for it? Thanks!
*Phil Somers, Coalville, Leicestershire*
PS Could you please tell me how to get a

Is it our Paul diving into the pub two minutes before closing time? Nope, it's the most famous hedgehog in the world, in SuperSonic mode. Thanks to Ryan Hunter of East Kilbride for this pic — Robotnik won't be grinning much longer!

# Letters!

SEGA FORCE T-shirt, 'cos I never win any of your competitions!

**Mega-CD games are getting better, kiddo! The best the lads have seen so far are *Thunderstorm FX*, *Road Blasters FX* and *Wonderdog*. Stay tuned to SEGA FORCE for more hot CD news. Don't bother with *Afterburner III*. It's not worth sending a courier to your local computer shop to get it for you! (Private joke there, folks!) My American friends tell me *Sewer Shark* ain't that hot, either.**

**As for a SEGA FORCE T-shirt, send in a smart letter or piccy and you could win one. Send a mugshot with your high scores and you might be pulled outta the hat or enter the wee competitions I run from time to time on these hallowed pages. Loadsa chances! Keep trying!**

## A Mickey take...

Dear Snipe

I'm a regular reader of your mag. In the Christmas edition, you reviewed MD *World Of Illusion*. When I saw the rating, 95%, I thought, 'It must be good!' So I went and bought it.

Pac's back! The star of the first full maze game, it's hard to believe nowadays that such a simple idea could be so popular. But with the 3D view and jumping ability of *Pacmania*, as shown here by Debra Milligan of Cleator Moor, Cumbria, the yella fella thrilled thousands of gamers once more — including us Sega owners. Pacman's been missing from the arcades ever since *Pacmania* was released, about five years ago. Has he gone for good? Only time will tell...

What a load of crap! Don't get me wrong, graphically it's a masterpiece, but I think **Sega** left out just one thing — the gameplay!

It cost £39.99. After 30 minutes, I'd finished it! What a rip-off! At least with *Sonic*, *Castle Of Illusion* and *Quackshot* you get a couple of hour's gameplay in Easy mode.

My advice is, don't buy *World Of Illusion*. Hire it instead because it isn't worth the dosh.

It may get to the stage where games are brought out just to make money, not for people's enjoyment. At £40 a throw, I expect more from a game.

*Mr Shaw, St Helens, Merseyside*

**Ah, gimme a break! You shouldn't be such a smart-ass gamesplayer, should ya? *World Of Illusion*'s one of my fave MD games.**

**Sega are instructed by Disney not to make games which include their characters too violent. All the Disney games are geared to the younger end of the market. So, hardened game-freaks are advised to think before they part with their wonga. The other mags I've seen have rated *World Of Illusion* at 90% or over, so pick on someone your own size. These smart alecs get right up my U-bend!**

## SEGA FORCE forever!

I think your mag's brill and fab. The front cover's excellent. I've a couple of quick questions for you.

**1.** Is *Zool* coming out for the Mega Drive.

**2.** How many issues of SEGA FORCE are there going to be?

*P Banner, somewhere or other*

**You didn't include your address you burk! Tut! Tut!**

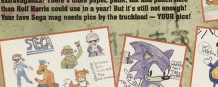
**As we write *Zool* is being planned for**

# OFF THE WALL!

**Once more, it's time for the SEGA FORCE arty-farty extravaganza! There's more paper, paint, ink and pencil here than Rolf Harris could use in a year! But it's still not enough! Your fave Sega mag needs pics by the truckload — YOUR pics!**

LAURA GUSCOTT
Corringham, Essex

JOHN RA
age 10, Monbr



PAUL BANNER
Runcorn

COLIN BRUNTON
Ayrshire, Scotland

TARA McGRADY
Cumbria



PAUL MANTON
age 13, Ixworth, Suffolk

KEZ HURST
Merseyside

NICHOLAS CALVERT
Birmingham

AILSA MARR
Game Freak Alley



console, so stay tuned to our news pages to see when a Sega release looks likely.

As for the number of SEGA FORCEs, well, as long as you kindly people buy the mag, we'll keep printing it! It's true! *You* are our destiny!

Strewth! Worra sobering thought!

## Peter Pan's Wendy?

Dear Gutty

I notice at the start of your news section you say a big thank you to the people who've supplied games for that issue. You always give hugs and kisses to somebody called Wendy. She sounds rather delectable. Any chance of giving me her phone number?

*David Simpson, Kings Lynn, Norfolk*

**Well Dave, I *would* really like *to* give you her number, but I have a funny feeling that she won't be available to talk to you... Funny that!**

## The Butler did it!

Dear Gut

I was wondering who I could send this crappy card to, when I saw your compo (Issue 13). I thought 'Just the job! Saves binning it!' You could always reuse it at a later date if you scribble out the writing inside. Send it to your favourite aunt!

*Mrs LJ Butler, Bestwood, Nottingham*

**Well done, Mrs Butler! You're the winner of my Crappy Christmas Card competition. Your T-shirt's in the post! Watch out for yet more zany compos in the coming months!**



Look out! It's Peter Parker, better known as your friendly neighbourhood Spider-Man! Stephen McGrady, from Cleator Moor (hey, do you know Debra Milligan?), is king of the swingers, just like the webhead himself! What did you get for Christmas, Stephen — fly paper?! (Yuk yuk!)

## What the Taz is going on?

Dear Gutter Snipe

In Issue 12 you had a review of *Taz-Mania* on the Game Gear. I want to know why your review looks nothing like the GG version. What's going on? I used to think you gave great reviews.

*Michael Ambrosia, Aylesbury, Bucks*

**And we still do, blimpo. Ade has the answer to this one.**

**'Let's get one thing straight. We didn't review the Master System game and pretend it was the GG version. Some mags get up to tricks like that, but it's not our style.**

**'We had an an early version of Game Gear *Taz-Mania*. From the time we reviewed it to the time it appeared on the shelves, Sega made a few cosmetic changes. That's why your version looks a wee bit different to the one we saw.' (Thanks, Ade! He knows his stuff, eh folks?! —GS.)**

## Streetfighting competition?

Dear Gut

While in my newsagents purchasing your magazine, I happened to notice another mag advertising it had copies of MD *Street Fighter II* to give away in a competition.

Having looked at the competition page, it turns out they haven't got the game at all and aren't sure whether *Street Fighter II* will ever appear on the Mega Drive! Are they allowed to get away with such false claims on their cover?

*Colin Littlewood, Ward End, Birmingham*

**Well Colin, some magazines will try and get away with murder just to get people to buy 'em! Fortunately, SEGA FORCE don't have to resort to such measures to get readers.**

**Gee shucks! Ain't I bitchy?!**



**THOMAS WRIGHT**
age 10, Ormskirk, Lancs

**SHAREEN CAMERON**
Lanarkshire, Scotland

**STEPHEN McGRADY**
Cleator Moor, Cumbria

**PAUL BELL**
Liverpool

**JONATHAN BUTLER**
Sega Force city

**C. WALSH-HERON**
Lakeside, Cardiff

**A. MARR**
Arbroath, Scotland

# Letters!

## Being bashful

Dear Gutter Snipe

Could you make a *Beano* comic game for the Sega Master System called *Bash Street Kids*?

You could play either the teacher, headmaster, janitor, the cook or the cat. You have to go around Bash Street and find Danny, Smiffy, Wilfred, Fatty, Erbert and friends.

*Lee Riley, Kingstanding, Birmingham*

**Grrrrrreat idea! Unfortunately, the bods down here are too busy *playing* games to have time to produce them! Why not contact Sega Europe in London and, who knows, in years to come, your game could be a SEGA FORCE Smash!**

## Sonic 3 — again!

Dear Gutter Snipe

Here are some questions for you (for once I'm being really original!).

**1.** Is it true that *Sonic 3*'s underway? Is it called *Sonic 3: The Revenge of Robotnik*?

**2.** Will there be any budget games on the Game Gear?

**3.** How much will the Giga Drive be?

Thanks very much. Keep up the good work. I love the mag!

*Matthew Booth, Wickham Bishops, Essex*

**Arrrrrrrgggggh! How many more times, you 'orrible lot?!**

**There *is* most definitely gonna be a *Sonic 3*. Where did you get that title from? A misinformed mag or have ya made it up?!**

**As for budget games, well, some of the shops we spoke to in Issue 15 have started a budget range. They seem to be either MD or MS, though. Fret not! Sega will no doubt put out more budget titles in the near future. I'll let ya know. Then again, maybe I won't, 'cos I'm nasty and heartless and all that jazz!**

**At long last, I know for definite that the Giga Drive's gonna be released in Japan. God knows what it's gonna be called over here! As for a price... I haven't got a clue! See, honest as well as ruthless!**

## Death of the Master System?

Dear Gut

Can you answer a few questions for me? (**Oh, go on then! —GS.**)

**1.** Is *Streets Of Rage* coming out for the Master System?

**2.** Is *Micro Machines* coming out for the MS?

**2.** What's the best sports game on the Master System?

**3.** Where can I get *Global Gladiators* for the Master System?

**4.** Are **Sega** going to stop producing the Master System?

*Jonathan Butler, somewhere near Game Freak Alley*

**Well, me old mate, the MS is with us for a good while yet. There's loads of quality software appearing. So worry not!**

**Master System *Streets Of Rage* is on my release schedule, but there's no news of when it's coming out. The guys who produce *Micro Machines* are testing the water with MD releases at the moment but don't rule out an MS version.**

**I enjoyed *Super Kick Off* on the MS but it depends what sport you like, dummy!**

***Global Gladiators* is being programmed for the MS — if we managed to cram it in, there's a preview in this issue. It's not in the shops just yet. Hold ya horses!**

## GUT'S THOUGHT FOR THE MONTH!

**'Washing-up liquid! What the hell's going on? We stand at our sinks, merrily scrubbing our pots and pans, and presume we're using the best liquid on the market.**

**'Then — you switch on your telly. Lo and behold, we're informed the stuff we've been using isn't *that* good after all and some clever sod's come up with a new improved version!**

**'It's a similar sort of thing with washing powder and dog meat. Not that I eat dog meat, mind, I use this as an example. I could've said bilberry yoghurt.**

**'So, what do we do? Who do we believe? That sexy vixtress Nanette Newman? I think not! It's time for us consumers to rebel. The next time an advert appears boasting a new, whiter than white product, switch over to BBC2, where there's bound to be something vaguely interesting, like a Czechoslovakian cartoon and a recipe. We *must* stand up for our rights!**

**'The moral of this story? If it's a little squirt you're after, give Adrian Pitt a ring. Available for dinner dances and barmitzvahs.'**

A hearty welcome to our old friends Toejam and Earl. This pic's from Damien Millard of Barrow-in-Furness. Oh well, looks like Damian's a member of the anti-Mario brigade, too. Our readers are violent!

## A Master move

I think your mag's far better than the rest. Please could you answer these questions.

**1.** Are *Streets Of Rage* and *Double Dragon II* coming out for the MS?

**2.** Why don't Sega make an 8-bit version of *WWF Wrestlemania*?

**3.** Where can I find *Terminator 2* for the Master System?

**4.** I'm going to sell my Master System for a Mega Drive. Is it worth it?

*Gary Milne, Edinburgh*

**Oh, the lengths people take to get their letters printed! What's with the creepy bit at the start! Yuk!**

**On my wee list, *Streets Of Rage* is scheduled for release, but we've seen no sign of it. We'll let you know if it's a definite. No news on *Double Dragon II*.**

**There *is* gonna be a *WWF* game on MS. It's *WWF Steel Cage Challenge*, being produced by Acclaim, out in July.**

**You can buy MS *Terminator* from a shop. You know, one of those things with big windows and the odd door or three.**

**Everyone at sometime wants to update their equipment. There's no harm in getting a Mega Drive, but there are some great releases planned for the MS this year, so think carefully. See ya!**

## Pick on Mario

I've been collecting your mag since the beginning of the year and I think it's the best mag out. I think it offers the best value for money. It crams in loads of tips and gives the best reviews and answers to how good a game is. (**Believe me, folks, this letter comes from a reader, Ade hasn't been writing in under a fictitious name!! —GS.**)

When I look through **SEGA FORCE**, I come across the most radical anti-**Mario** pics ever. I absolutely loathe Mario. My friend has an SNES and absolutely worships him.

Ask yourself this, how can anyone like a short, bald-headed bloke with a moustache?

*Mark Ormonde, age 15, Newport, Isle of Wight*

**Hmmmm! The anti-Mario brigade has been out in full force recently, Mark. People hate him more than me! We can't have that now, can we?**

**I'd better put a stop to it. I'll arrange for him to appear in that top children's programme, *Rainbow*. Perhaps he can channel his energies into crooning with Rod, Jane and Freddy.**

**Tell me something — why doesn't Bungle wear any clothes? It's disgusting!**

Our mate Sonic's bloomin' fast! Even his sidekick can't keep up with him! Hugs and kisses to Ray McAllister of Manchester for this piccy.

OK, Gut fans, it's time to wave you folk goodbye. I've a date with Greta and it takes me all of seven-and-a-half hours to get ready. Yep! I've still got a soft spot for her — but I'm not telling ya where it is!

Don't forget the T-SHIRT and TACK and if you've an idea for my Thought For The Month, let me know. If I get any more letters asking 'When's *Sonic 3* coming out?' I shall pack my bags and go to Bognor. No one will find me there!

Until next month... keep ya likkle widgey clean! (Eh? —Ed.)

# DEADHEAD SET HI-SCORES

CHAMP-

**Your chance to be famous! See your mush in Britain's best mag for Sega game-freaks! Send your bestest scores for your fave Sega games and win a signed SEGA FORCE T-shirt!**

It's true! A well radical SEGA FORCE T-shirt, signed by the ever-talented SF Deadheads, could be plummeting through your letter box if you're picked as our Gamer Of The Month.

But there's a condition. Your achievements are only entered into the race if you send a snapshot of yourself for all to see! A photo booth piccy or holiday snap will do fine. And just think, your face will appear in print for posterity! Something to show the grand-children!

Whatever the game, whatever the system, if you've got a high score, we wanna hear about it. Cut out or photocopy the form below, attach a piccy of yourself and send the whole caboodle to: DEADHEAD SET HI-SCORES, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW. We're ready and waiting!

**ALEX KIDD MIRACLE (MS)**
Top score: 187,000, 13 lives
Craig Gaffney, New Milton, Hants
Top score: 100,600
Nigel Havenhand, Rotherham, Yorkshire

**ALIEN 3 (MS)**
Top score: 28,935
Luis Hernandez, London

**ASTERIX (MS)**
Completed: 500,000, 35 lives
Luis Hernandez, London

**BATTLE SQUADRON (MD)**
Top score: 2,308,550. Played through twice and reached second underground level on third attempt
Gareth Selley, Devon

**CASTLE OF ILLUSION (MD)**
Top score: 520700, ten lives, completed

**COLUMNS (MD)**
Top score: 82,336,171
Jamie Pakariner, Mt Gambier, Australia

**DECAPATTACK (MD)**
Completed on first attempt, Hard level, no lives lost
Gareth Selley, Devon

**DESERT STRIKE (MD)**
Top score: 4,952,500
Paul Magee, South Wirral, Cheshire

**FANTASIA (MD)**
Top score: 840,400, all lives, completed
Gareth Selley, Devon

**GHOULS 'N' GHOSTS (MD)**
Top score: 204600, three lives, completed
Gareth Selley, Devon

**MOONWALKER (MD)**
Top score: 816900, all lives, completed
Gareth Selley, Devon

**QUACKSHOT (MD)**
Top score: 957,500
David Maciver, Ross-shire

**ROAD RASH (MD)**
Through Level 5 three times!
Gareth Selley, Devon

**SONIC THE HEDGEHOG (MD)**
Best time: 20 seconds. Act 1, Level 1, Green Hill Zone
Daniel Baldwin, Gloucester

**SONIC THE HEDGEHOG (MS)**
Top score: 268,300, 16 lives, completed
Richard Girvin, Kent
Top score: 1,067,500
Chris Peare, Donnington, Telford
Time: 19 seconds, Green Hill, Act 1
Howard Doupé, Southport, Merseyside

**SONIC THE HEDGEHOG (GG)**
A massive 21 lives!
Matther Miller, Mansfield, Notts
Completed: 818,720, 28 lives
Tim Chadburn, Macclesfield, Cheshire
Top score: 3,682,620, all Chaos Emeralds
Nick Breckon, Exmouth, Devon

**SONIC 2 (MD)**
Fastest time: 25 seconds, Emerald Hill Zone, Act 1
Taminder Sangha, Coseley, Bilston
Top score: 1,102,110, completed, seven Chaos Emeralds, playing as Tails
I Goad, Poole
Top score: 181,930. It took two-and-a-half hours, with nine lives and three continues to complete the game
Dexter Whittington, Gravesend, Kent

**SONIC 2 (MS)**
Top score: 1,864,930
Jamie Timmins, Wellingborough, Northants
Sky High Zone, Act 2: 20 seconds and 300,000 bonus
Simon Richards, West Sussex

**SONIC 2 (MS)**
Top score: 2,187,600
Chris Peare, Donnington, Telford

**STREETS OF RAGE (MD)**
Top score: 711,000, four lives, Hard level, completed
Gareth Selley, Devon

**STREETS OF RAGE (GG)**
Completed: 237,000
Howard Doupé, Southport, Merseyside

**SUPER HANG-ON (MD)**
Top score: 34,669,020, Expert level
Gareth Selley, Devon

T-SHIRT WINNER

## Gamer Of The Month!

### GOLDEN AXE II (MD)

**Top score: 408%, one life, Hard level, all continues left**
He's a happy chappy ain't he, folks?! Well, he soon will be when he finds out he's the SEGA FORCE Gamer Of The Month! A hip 'n' trendy T-shirt's on its way to **Gareth Selley, Teignmouth, South Devon.** Congrats, Gareth!

Remember, you're only in the running for a T-shirt if you include a mugshot! Get snapping!

**SUPER MONACO GP (MD)**
Top score: 4659 driver points
Gareth Selley, Devon

**SUPER MONACO G.P II (MD)**
Won championship with 160 points. Seven speed Master on first attempt
Tony Smith, Clondalkin, Dublin

**T2: THE ARCADE GAME**
Top score: 4,057,400. Past the truck, end of Skynet, reached CPU
Chris Shade, East Malling, Kent

**THE TERMINATOR (MD)**
Top score: 87,680
Stuart Wain, Burton-upon-Trent

**THUNDERFORCE II (MD)**
Completed: 1,792,790, four lives
Gareth Selley, Devon

**TOEJAM & EARL (MD)**
Top score: 1342
Gareth Selley, Devon

## DO YER WORST!

I'm brilliant at..........................................................

..........................................................................

My hi-score is..............................Format...........................

Name..................................................Age......................

I live at.................................................................

..........................................................................

..............................................Tel. No.........................

I have enclosed my photo and look forward to seeing it on the hallowed deadhead pages.

Signed....................................................................

# Next Month



It's all go next month! We take a look at *Tiny Toons* on the Mega Drive. For MS fiends there's *Mickey Mouse II*, which is gonna be a barnstormer, and the full lowdown on *James Bond: The Duel* from Domark.

We check up on what Electronic Arts have on offer and go doolally-tap over the new US Gold game, *Flashback*, produced by the bods who brought you *Another World*.

There are features galore! We infiltrate Imagitec's lair and discover exactly who they are, what they do and how such games as *Gadget Twins* and *Humans* came about.

Now that Sega are sending games to magazines again, you can bet ya bottom dollar we'll have tons more Sega-produced stuff.




**THE MEGA-CD FINALLY HITS THE SHOPS IN APRIL. WILL IT REVOLUTIONISE THE CONSOLE WORLD OR ARE SEGA TAKING A LONG SHOT? WE'LL PASS OUR JUDGMENT ON THIS COOL MACHINE NEXT MONTH! MISS ISSUE 17 — ON SALE 1 APRIL — AND WEEP!**

**AND THERE'S ANOTHER STONKINGLY GOOD REASON NOT TO MISS NEXT MONTH'S ISSUE — EXTRA TO THE BEST SEGA MAG IN THE WORLD, WE'RE GIVING YOU A GREAT FULL-COLOUR BOOK. TILL THEN, WHAT IT'S ABOUT IS A SPECIAL SECRET!**

## SEGA FORCE ISSUE 14 COMPO WINNERS

### BATTLECARD ART

**Dave Sawyer** from **Newbury, Berkshire** entered our **Battlecard** feature compo and won! Well done, Dave. Your prize should be with you in the next few weeks.




### ATTENTION ALL SHORT BACK AND SIDES WINNERS!

Due to circumstances beyond our control, the prizes for this competition were delayed. The winners were announced in Issue 9 of **SEGA FORCE**. If you're one of the winners, please WRITE TO US (don't phone) with your name, address and telephone number. We can then sort out prizes. The belts can be sent out. However, the ***Lawnmower Man* shirts are no longer available. We will substitute a SEGA FORCE** T-shirt. Apologies for the delay.

### I'VE SPOTTED THE CYCLOPS, MUM!

Tons of entries for this one! The lucky winner of Marshal's **X-Men** 'spot the difference' compo is **Steven Nicholson** from **Dorset**. The X-Men goodies will be with you, Steve, when Marsh sends them from the good old U.S of A! Well done!

### BATMAN, WHERE'S YOUR TROUSERS

Each of the following winners receives a **Batman** *CharacteriStick* from **Cheetah**. They are: **John Roberts, Dyfed; Mark Kilvington, Leeds; Gordon Rowles, Derbyshire; Miss ST Church, Cornwall** and **G McGarry** from **Lanarkshire**. Congrats, game-freaks!

### FELIX THE MAG

The winner of the ***Felix* comic, signed by the artist, is Linda Allen** from **Leeds**. Congratulations, Linda!

### IT'S TACK TIME!

The winner of our Tacky Postcard compo this month is **Gabriel McEvoy** of **Co Laois, Ireland**. A luverly country walk!

When you enter a **SEGA FORCE** competition, why not send a tacky postcard? The sender of the tackiest card receives a **SEGA FORCE** T-shirt. There's one on its way to Gabriel!



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